

PRIMA'S OFFICIAL STRATEGY GUIDE

ARMORED CORE 3

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ARMORED CORE 3

PRIMA'S OFFICIAL STRATEGY GUIDE



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INTRODUCTION TO ARMORED CORE 3

Welcome to Layered, a city where a computer known as The Controller determines the destiny of a vast populace and manipulates the actions of several giant corporations.

As *Armored Core 3* begins, unrest and confusion are spreading over Layered. One overriding question cries out for an answer: Has The Controller started to malfunction, or are dissident factions trying to unseat The Controller and take its place?

You face this quandary as a Raven, a pilot-for-hire affiliated with the mercenary organization Raven's Nest. With the help of Global Cortex, a company that serves as an intermediary between corporations and mercenaries, you and your giant fighting machine take on jobs from Layered's biggest and most powerful corporations. In the process, you witness the end of a peaceful age and the rise of chaos—and wonder what, exactly, is going on.

Armored Core 3 is undeniably complex. There are hundreds of Armored Core parts with which to outfit your fighting machine, 71 tough arena combatants to fight, and 50 challenging missions. The possibilities are endless. The sheer number of hidden parts, features, and secrets to unlock is overwhelming.

This book is your guide to those hidden parts and secrets, and to the mundane concerns of fighting and building your Armored Core. Whether you're getting started or delving deeply into the game, you'll find it an invaluable resource. Dig into this book without delay and start learning. Not only will your questions be answered, but you'll also find answers to questions you didn't know to ask! That may be the truest testament to the depth of *Armored Core 3*.

PILOT SCHOOL

This section explains basic piloting techniques you need to win in the arena, on single-player missions, and in duels with your friends. Before you dig in, play the game for a few minutes. The information makes more sense if you have an idea of how the game looks and plays.

Controller Configuration



This default setup uses every button on the Dual Shock 2 controller. Here's what each button does:

- ↑ **Go forward:** Moves your AC forward along the ground.
- ↓ **Go back:** Moves your AC in reverse along the ground.
- ← **Turn left:** Turns your AC to the left in a stationary position.
- **Turn right:** Turns your AC to the right in a stationary position.
- [L1] **Strafe left:** Sidestep left.
- [R1] **Strafe right:** Sidestep right.
- [L2] **Look up:** Moves your field of vision upward. Your AC remains stationary.
- [R2] **Look down:** Moves your field of vision downward. Your AC remains stationary.
- **Event/Blade:** Opens doors, activates objects that can be manipulated, or activates a blade slash.

→ **Turn right:** Turns your AC to the right in a stationary position.

[L1] **Strafe left:** Sidestep left.

[R1] **Strafe right:** Sidestep right.

[L2] **Look up:** Moves your field of vision upward. Your AC remains stationary.

[R2] **Look down:** Moves your field of vision downward. Your AC remains stationary.

● **Event/Blade:** Opens doors, activates objects that can be manipulated, or activates a blade slash.

× **Boost:** Propels your AC unit upward, or in the direction indicated using the movement buttons.

▲ **Change weapon:** Cycles through your ranged-weapon inventory. Also toggles between multiple fire modes, if your weapon has those.

■ **Fire weapon:** Fires your selected weapon. Hold down for rapid fire.

L3 Extension: Switches on and off any extension part you may have equipped.

R3 Override Boost or Exceed Orbit: Override boost (also known as overboost) propels your AC unit forward at great speed; exceed orbit deploys a small, independent weapon from your AC.

[START] Pause game: Pauses the game until you press it again.

[SELECT] Map: Brings up the map. You can use the directional buttons to rotate it.

[L2] + [R2] Center view: Press these buttons simultaneously to level your view. Useful if you're looking up or down and need to look straight ahead, fast.



NOTE

In the map view, zoom in and out with [L1] and [R1], move the viewpoint with ●, and use the directional buttons while holding ● to rotate. Press [SELECT] again to exit the map.

NOTE

You can drop parts by pressing buttons in these combinations:

- [L1] + [L2] + [R1] + [R2] + L3 drops extension part.
- [L1] + [L2] + [R1] + [R2] + ▲ drops selected weapon or part.
- [L1] + [L2] + [R1] + [R2] + ● drops left arm part.



NOTE

Dropping items reduces your AC's weight and improves performance, but you probably won't use these functions.

Cockpit Interface

BASIC INTERFACE



This section explains the various gauges, numbers, icons, and messages that appear onscreen in a typical mission or fight.

Armor Points: The large number in the upper left corner. It represents your AC unit's armor point total. When it's depleted, your AC unit is destroyed.

Energy Gauge: The long vertical bar at the extreme left of your screen. It represents your AC unit's remaining energy. Energy is depleted by boosting, overboosting, or using energy weapons. When the energy gauge is fully depleted, it recharges. You cannot use extra energy during recharge.

Sight Lock: The rectangular box in the center of the screen. The exact size and shape of the sight lock depends on the weapon you're using. Generally speaking, long-range or powerful weapons have smaller sight locks.

Lock-On Sight: A smaller indicator within the sight lock box. It indicates which target you're locked onto, and may display your total number of lock-ons, depending on the weapon. If the sight is red, you have a clear shot; if it's green, the target is behind an obstacle.

AC Temperature: The small horizontal gauge beneath your armor points number. It tells you how your AC is running. Temperature extremes may cause partial shutdowns.

Radar: The box in the top right corner. It appears only when you have a head or back part that provides radar. Nearby opponents show up on radar as dots:

- Blue dots indicate enemies above you.
- Red dots indicate enemies on your level.
- Yellow dots indicate enemies below you.

Compass: The compass, along the edge of the radar, shows your heading. Use it to orient yourself.

Weapons: Weapon icons appear below the compass in the upper right corner. The selected weapon is green. Weapons exhausted of ammo are red.

Message Area: Messages sometimes pop up just below the weapon area along the right side of the screen. Messages include:

- **Hit:** Your AC has hit its target.
- **Damage:** An enemy attack has damaged your AC.
- **Armor Low:** Your AC's AP level is dangerously low.
- **Destroy:** A target has been destroyed.
- **Guard:** An opponent has deflected an attack using a shield.

Time Limit: A clock display at the top center of the screen. If the mission is timed, this lets you know how long you have. If there's no time limit, this display doesn't appear.

Leaving Area Message: This message appears in the center of the screen if you cross the yellow radar boundary around the mission area. Get back in the mission area!

OPTIONAL COCKPIT INFORMATION



Use the cockpit menu to add or remove data from your screen. Some data are available only in player vs. player battles. Here's what you can add or subtract:

- **Enemy Weapon:** Visual description of the enemy's weapon.
- **Enemy Heat:** Enemy's heat level.
- **Enemy Energy:** Enemy's energy level.
- **Enemy Data:** Enemy data, such as weapon type last used.
- **Remnants Enemy:** Percentage of enemies still to be destroyed. This appears only if you are facing more than one enemy.
- **Outer Heat:** Temperature outside your AC unit.
- **Speedometer:** Displays your speed.
- **Altimeter:** Displays your height.

COCKPIT INTERFACE ERROR MESSAGES



In the heat of battle, enemy units, atmospheric conditions, and other factors may cause your AC unit to display error messages. The following list provides details.

Charging: You used up all your energy, so the generator is recharging. Extra energy cannot be used during recharge.

FCS Error: Your fire control system has stopped working, perhaps because of enemy ECM (electronic countermeasure) jamming equipment. You are targeting the enemy manually.

Danger Heat: Enemy fire or other factors have caused your AC to overheat.

Output Down: Damage is causing your AP levels to drop until temperature stabilizes.

Radar Error: Something is interfering with radar. Enemies temporarily won't show up on radar.

Shortage En: Energy consumption of all equipped parts exceeds your generator's output. (You must have made a mistake in the garage!) Drop a power-hungry weapon.

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Overweight: The weight of your equipped parts exceeds the maximum leg capacity. Drop a heavy weapon.

A Overweight: The weight of your arm parts exceeds your core's weight capacity. Drop a heavy weapon.

AC Maneuvers



The rest of this section deals with flying techniques, from elementary to advanced. You must become proficient in at least some advanced maneuvers before you can challenge more adept foes.

TARGETING



Many weapons target enemies automatically; some allow manual firing. It is important to be able to hit a target without relying on automated targeting systems.

Automatic targeting commences when your enemy moves into range of your FCS sensor and into your line of vision (although this may be obscured by scenery).

If your lock-on sight is green, your target is behind a solid obstacle. Don't shoot.

Bear in mind that some scenery, such as trees and brush, are not solid. Even though this scenery may prevent you from seeing the target, you can still get a red lock-on sight. If you fire, you probably will get a hit.

FIRING WITHOUT A LOCK



Some weapons with long effective ranges, among them sniper rifles, can be fired effectively before you have a lock. You can and should fire these without a lock if you have a good, clean shot.



Some weapons, such as missiles, can't be fired at all unless you have a lock.

NOTE

The difference between missiles and rockets is in targeting. Missiles always require a lock before you can shoot. Rockets have no locking mechanism. Fire them according to your best judgment.

Have at least one or two weapons that can be fired without a lock, in case the enemy has some sort of ECM device that interferes with your locking ability.



INCREASING HIT PROBABILITY



A red lock-on sight does not ensure a hit. To increase the probability of a hit, use the following tips.

Stationary target: Get the target as squarely under your sights as possible.

Moving target: Lead the target.

A target you just missed: If you still have a lock, fire again immediately. The FCS will compensate, and your chance of hitting is much better with the second shot.

A jumping or jetting target: Shoot when the target completes a move, not while it's in midair.



That last point may be the most important. Like you, your enemies sometimes jump or hop. Sometimes they stop and then switch directions, and sometimes they jet through the air for a long time before finally settling to the ground.

Fire when the enemy won't be moving much. For example, fire the very instant the enemy hits the ground after a jump or prolonged jetting session. Or fire just as the enemy is slowing down in anticipation of cutting back in the opposite direction. The sooner you learn to help your FCS, the faster you become an effective fighter.

GAINING ELEVATION



Your first movement makes use of your boost move. Press **X** to jet straight up. Combine this with the directional pad to fly through the air until your energy is depleted. Move to higher ground, then look up and down. Higher ground is best for sniping. To look straight ahead, press **L2** and **R2** together.

SIDESTEPPING (STRAFING)



After you master forward, backward, and turning movements in your Armored Core, try strafing. Press **L1** to move left and **R1** to move right. This is an excellent way to avoid enemy fire.

DODGE-STRAFING



This technique allows you to move rapidly left and right almost on the spot. Press and

hold **R1** to start strafing right. Now tap **L1** continuously. Your AC darts left, then right. Play with the length of time you hold **L1** to increase the time between direction changes. This is a useful technique for avoiding machine-gun fire.

NOTE

You must start moving to the right first. The **L1** overrides the **R1** strafe button.

DODGE-JET STRAFING



Use your booster or built-in jets to avoid missile attacks or slow-moving projectiles, even if you have a heavy AC. To do this, strafe right with **R1**. When you see a particularly nasty shot headed your way, wait until the last second (if it's a very slow missile), then simultaneously press **L1** and **X**. The jets will turbo-boost your sudden move to the left, getting you out of the way much faster than simply pressing **L1**. Again, this technique is particularly useful with heavy ACs that can't dodge most projectiles with **L1** and **R1** alone.

CIRCLE-STRAFING



Circle-strafing is the most complex ground maneuver, involving moving in a circular

pattern around one position (usually a foe you're firing at). First, press **R1**. As you move sideways to the right, press and hold **←**. This moves you counterclockwise in a circle. Perfect this technique and use it—it's vital for destroying ground targets in open areas.

SPEED CIRCLE-STRAFING



As you circle-strafe, press and hold **R1** and **↶** instead of **R1** and **←**. This moves you in a smaller counterclockwise circle. Use this technique to find a nearby unit that is out of visual range or one that you want to move around and fire at.

Every AC unit completes a circle of a different diameter and at a different speed. The heavier the AC, the wider and slower the circle. Lighter ACs can use this to their advantage and out-strafe their heavier foes.

BOOSTING TECHNIQUES AIR-STRAFING



You may execute all these movements in the air as well, thanks to boosting. Boosting gives air combat an extra dimension: height. Circle-strafe an air opponent from below by holding **R1** and **←**, then pressing **L2** to target when your foe is above you.

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When you are flying and wish to circle-strafe an opponent beneath you, hold **[R1]** and **←**, locate the enemy with **[R2]**. Hold **×** to keep airborne and **■** to fire. Practice this in the AC Test Arena until you become proficient.

OVERRIDE BOOST



Execute the airborne techniques far more quickly using the override boost (overboost). Press R3 to charge up your booster and travel at extreme speed for a few seconds. To brake, press R3 again. Holding **[R1]** when you overboost removes you from combat quickly and effectively.

ATTACKING AIRBORNE AC OPPONENTS



At first you may find it difficult to attack airborne foes such as planes and helicopters. It

is simply a matter of locating them in your radar and looking up (**L2**) to target them.



Enemy ACs are a little trickier. When facing bombardment from the sky, strafe away from the action, turn, and look up. Alternatively, boost straight up, get higher than your foe, and attack the enemy in the air. AC units can attack from the sky only briefly and must land before they run out of energy. Be ready to take advantage of their temporary immobility, and fire at them when they land.

CLOSE COMBAT



Use a blade and shield in close melee combat to conserve ammunition and energy. Use these weapons to destroy ground clutter and small enemies that you don't want to waste ammo on. Blade attacks are powerful when you use a faster AC unit. Combine dashing blade attacks with weapons fire as you circle a foe and move into close combat.

NOTE

Nothing says you can't fire your blade and right-arm weapon simultaneously. Do so whenever you've got a clean shot.

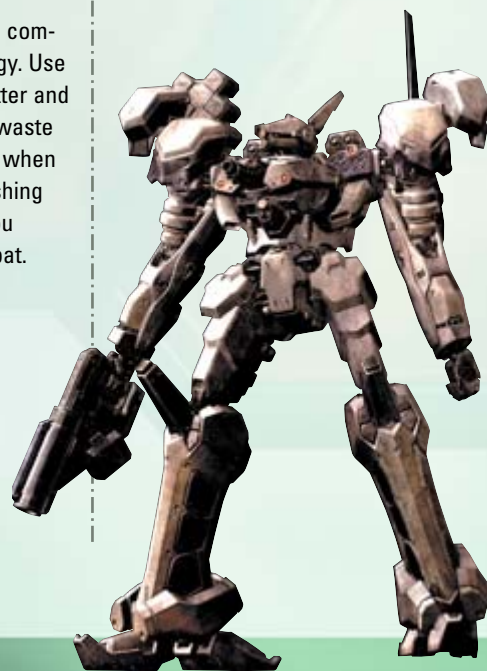
SPLASH DAMAGE



Splash damage refers to damage caused at the periphery of an area-effect weapon, such as a bazooka. Such weapons cause large explosions that can significantly damage AC units lurking around corners. Often you can even destroy enemies waiting behind closed doors. (Watch your ammunition expenditures, though.)

Training Complete

When you've mastered these techniques, your enemies become more vulnerable to your maneuvering skills and combat becomes more entertaining. *Armored Core 3* is a tough game. Keep improving your AC and never stop improving your combat skills.



ADVANCED TIPS

The following pages contain tips for success, both in the arena and in combat missions.

AC Design



A well-designed AC is essential to success. Some arena battles and missions are difficult enough with a good AC; with a bad one, they're nearly impossible. Develop a basic AC that suits your combat style, and then improve it over time as better parts become available. Also customize it for the most difficult missions and arena battles.

DESIGNING FOR THE ARENA

The arena is an intense one-on-one venue. You'll do best customizing your AC to withstand its challenges.

OVERALL DESIGN



It's tempting to create a gigantic AC with enough armor and weaponry to pound your enemies into oblivion. This approach works to some extent, especially against lower-rated fighters. If your AC is heavy enough, and your weapons powerful enough, you can trade blows until the opponent falls.



This design style is less effective in the higher ranks. The biggest, heaviest ACs can't turn quickly. Nimble enemies can get in close and circle, sometimes jetting high into the air simultaneously, and rain down fire while you struggle to achieve a lock.

The heaviest ACs tend to fight best at a distance because of their heavy long-range weapons—but if a faster opponent gets in close, it's nearly impossible for a heavy AC to back off.



Everyone has his or her preferred AC type, but a mid-sized AC on fast hover legs works well. The hover legs are capable of great speed, yet can carry a good amount of equipment. This allows you to pack heavy-hitting weapons without the drawbacks of poor turning speed and the inability to back up.

NOTE

Computer opponents tend to be better at aiming up and down than human players. If you're playing against the computer, it's doubly important to have back-off speed so you can get an elusive target back into your sights.

WEAPON SELECTION



Arena battles are short, and you have only one opponent. Use heavy weapons with comparatively low supplies of ammo. In the game's early stages, we like the CWG-BZ-30 right-arm, solid-shell bazooka. Its decent ammo and good power will get you through lots of fights. The MWGG-XCG/20 plasma rifle is another good pick, especially if your AC has good energy production.



Back units such as the CWR-HECTO rocket launcher offer great power and decent ammo. You must aim the launcher manually, but manual aiming is a useful skill that you should practice anyway! If you have

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the weight capacity, the CWM-TITAN missile launcher is devastating. Don't miss (there are only four missiles), and don't stand too close to the target.

NOTE

Be wary of selecting weapons with Cannon in the description. Cannons require your AC to come to a full stop before firing unless you have quadruped legs, and cannot be fired from the air unless you have tank legs. Standing still while shooting is disadvantageous in an arena battle.



Use a laser blade for close fighting. The KLB-TLS/SOL is tempting because of its long-range energy wave, but if your opponent is at a distance you should use something more potent. A good choice is the faster CLB-LS-2551, and upgrade to the more powerful MLB-MOONLIGHT if it becomes available. If using missiles, always use support missiles, such as the MWEM-R/24, CWEM-R20, or KWEM-TERRIER. Support missiles fire at the same time as your other missiles, for extra punch.

DESIGN FOR DIFFERENT VENUES



You pick the battlefield when challenging an arena opponent. Use this to your advantage. If you're fighting a small, mobile AC, select a small arena with a low ceiling to keep him from exploiting his mobility. Conversely, if you have a fast AC and your opponent is slower and heavier, pick an open arena. Customize your weapons to the arena venue, or vice versa. Use blades and howitzers in small arenas and long-range weapons in open arenas.

NOTE

If you're using vertical-firing missiles, pick an arena with a high ceiling or no ceiling. Otherwise, those missiles won't have room to deploy.

DESIGNING FOR MISSIONS



You can get specific tips on AC design in individual mission walkthroughs, but a good basic design will serve you well in the majority of missions. Here are some tips on basic design.

OVERALL DESIGN



Speed and mobility is even more critical in most missions than in the arena. Some missions are timed, requiring you to accomplish tasks quickly. Big, slow ACs make those missions a pain.

In other missions, speed is less critical but still an advantage. For example, if you need to guard a convoy, it helps to be fast enough to easily get out in front of it. Slow ACs tend to absorb a lot of punishment. Extra armor helps, but the best defense is to dodge enemy shots—and heavy ACs aren't good at that.

Good boost power is often crucial. Some missions require you to fly up tall shafts or reach ledges high in the air. Try a high-powered generator and boosters that have comparatively low energy drain. With that combination, you jet longer and farther.

WEAPON SELECTION



Your in-mission weapons must be carefully selected, and in some cases you want a very specific set. Generally, consider these factors:

Ammo Amount: Missions feature more enemies than arena battles, so you usually need more ammo.

Ammo Cost: You keep more money and get higher mission grades if you spend less on ammo—so use energy weapons if possible.

Targeting: Mix weapons that lock on with weapons that must be manually aimed. Lock-on weapons are great for nimble targets, while big, slow targets are often best dispatched with manual-aim weapons.

Weight: If the mission emphasizes speed over combat, ditch the heaviest weapons to lighten your AC.

Energy and Heat: ACs with weak generators should avoid using too many energy weapons.



On many missions, it's useful to have one heavy-hitting weapon to deal with tough targets such as enemy ACs, and one or more smaller weapons to deal with MTs and other small threats. A good combination would be:

- Right-arm laser rifle, bazooka, or plasma rifle for standard targets.
- Back-mounted rocket or heavy missile launcher for heavy targets.
- Left-arm blade for close-in fighting and saving ammo.

DESIGNING FOR SPECIAL CIRCUMSTANCES

Read the mission walkthroughs in sections 3–6. They tell you what to expect in each mission, and suggest what weapons to select. Typical suggestions include carrying fewer weapons for speed missions, carrying more heavy-hitters for missions with heavy targets, or carrying lower-powered weapons with plentiful ammo for missions with many targets.

Missions



You proceed through the game by completing missions. Here are some tips and general strategies for picking and completing missions.

MISSION SELECTION

The missions in *Armored Core 3* are not linear. You have a choice of missions to participate in. Refer to the flow chart at the start of section 3 for the exact mission order. You can't participate in every mission, because picking one mission sometimes disqualifies you from picking another. When you complete the campaign, however, you can go back and play the missions you missed. (See section 9 for details.)

RAVEN RANK (MISSION GRADE)



Raven Rank can be a little confusing, because it refers to two different things. First, you receive a Raven Rank (also called a grade) every time you complete a mission. It explains how well you performed in that mission. The grades, from best to worst, are: S, A, B, C, and D.

NOTE

You can also receive an E, but that means you completely failed the mission.

The other type of Raven Rank is an overall rank based on past mission performance. We sometimes call this an overall rank, to differentiate it from the grades you receive for individual missions. When you complete missions, you receive points based on your mission grade. Get enough points, and your overall Raven Rank increases. The following two tables show how this works.

MISSION RANK'S EFFECTS ON OVERALL RANK

Mission Rank (Grade)	Points Earned
S	6
A	5
B	4
C	3
D	2
E	1

POINTS REQUIRED TO ADVANCE OVERALL RANK

Overall Rank	Points Required
S	160 or more
A	100–159
B	60–99
C	30–59
D	16–29
E	15 or less

FACTORS CONTRIBUTING TO MISSION GRADE



How can you assure yourself a good mission grade? Pay attention to the following factors, all of which affect your grade.

Destruction ratio: This compares the number of enemies you destroyed to the total number of enemies in the mission.

Income ratio: This compares the total amount of reward money to the amount you actually received after subtractions for AC repair and ammo.

Charge amount: Every time your AC runs so low on energy that you get the Charging message, your grade goes down.

Accuracy: Missing your targets lowers your grade.

Armor Points: The more intact your AC is at the mission's end, the better your grade. The more damage you suffered, the worse your grade.

Speed: The faster you complete the mission, the better.

In other words, destroy most of your enemies, spend very little on ammo and AC repair, never deplete your energy to the point where your AC has to charge, hit with most of your attacks, take very little damage, and complete the mission quickly. Some missions

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emphasize certain of these six factors more than the others. Refer to section 9 for a list of these missions.

TIPS FOR GETTING GOOD GRADES



Aside from the obvious, there are a few ways of improving your mission grade.

- Refer to section 9. If you're playing a mission that emphasizes certain factors, it's good to know what factors those are.
- Use an AC with a powerful generator, and mind your energy use. This helps avoid the need to recharge.
- Use energy weapons as much as possible, even though shell weapons are more effective, because energy weapons have no ammo costs.
- Avoid over-reliance on homing weapons such as missiles. They can get caught on obstacles or miss smaller targets, decreasing your accuracy.
- Don't take AC consorts. If you take an AC consort on a mission, the highest grade you can get is an A.
- Non-AC consorts, such as helicopters and jets, do not affect your mission grade. Feel free to select them.

NOTE

Using the EO weapon built into certain ACs can also lower your accuracy ratio, depending on how the EO weapon performs.



ACQUIRING EXTRA PARTS



The game offers several ways to acquire new AC parts. Refer to section 9 for an in-depth look at how to collect these parts.

NOTE

Sometimes you receive extra parts for performing special tasks in a mission. These tasks can be difficult. Sometimes it's very tough to get the extra part *and* get a great mission grade. Decide which is most important—the part or a good grade—and then pursue a strategy that gets you what you want.



The Arena



We've already discussed how to build an AC for the arena. This section takes a closer look at how the arena works, covering such topics as who you can challenge, what rewards you can collect, and how you should fight.

RAVEN RANK AND THE ARENA



As explained in the missions section, you have an overall Raven Rank that characterizes your progress through the game. You may only challenge arena opponents of the same or lower Raven Rank. Furthermore, you can only challenge an opponent one step higher than you in your current rank. For example, if you just achieved Raven Rank B, you can't challenge an A-level combatant. Also, you can't challenge the top B-ranked enemy. You have to challenge the lowest B-ranked opponent, and work your way up from there.

REWARDS



You receive cash rewards for winning in the arena. You also periodically receive bonus AC parts. Refer to section 9 for information on when to expect those parts.

GOOD FIGHTING TECHNIQUES

It bears repeating: A massive, slow AC is not the way to easy arena success. Build a mobile AC and use that mobility. Constantly strafe from side to side, occasionally using jets to avoid particularly nasty weapons strikes.



If you're good at aerial combat, use your jets to gain elevation over your foe. If the arena you picked features high ground, get up there and snipe at your enemy! Time your attacks to hit an enemy just as he lands after jumping or jetting. Firing at an AC just starting a move often results in a miss.



Use your overboost, or jet while running backward, to get away from an AC that's close but out of your field of vision. The worst thing you can do when you lose sight of the enemy is to stay where you are. Clear out, and try to reestablish visual contact.

MISSION FLOW CHART

Armored Core 3 is not a linear game. You often have several missions to choose from, and choosing one mission can mean missing another. You cannot play every mission your first time through the game. Before we jump into the mission walkthroughs, let's take a look at the big picture.

The mission flow chart shows you the order in which missions appear. The flow chart may look complex, but don't let it intimidate you. It's just a matter of knowing how to read it.

Each mission is represented by a box. The size of the box indicates how long the mission is available. The color of the box indicates which company is offering the mission. You start the game in row 01. Every time you complete a mission (whether you succeed or fail), you move one row down.

NOTE

If you lose an ordinary mission, you can keep playing. If the mission's name appears in red, however, it *must* be won. If you fail, you lose the game and must reload from a previous position.

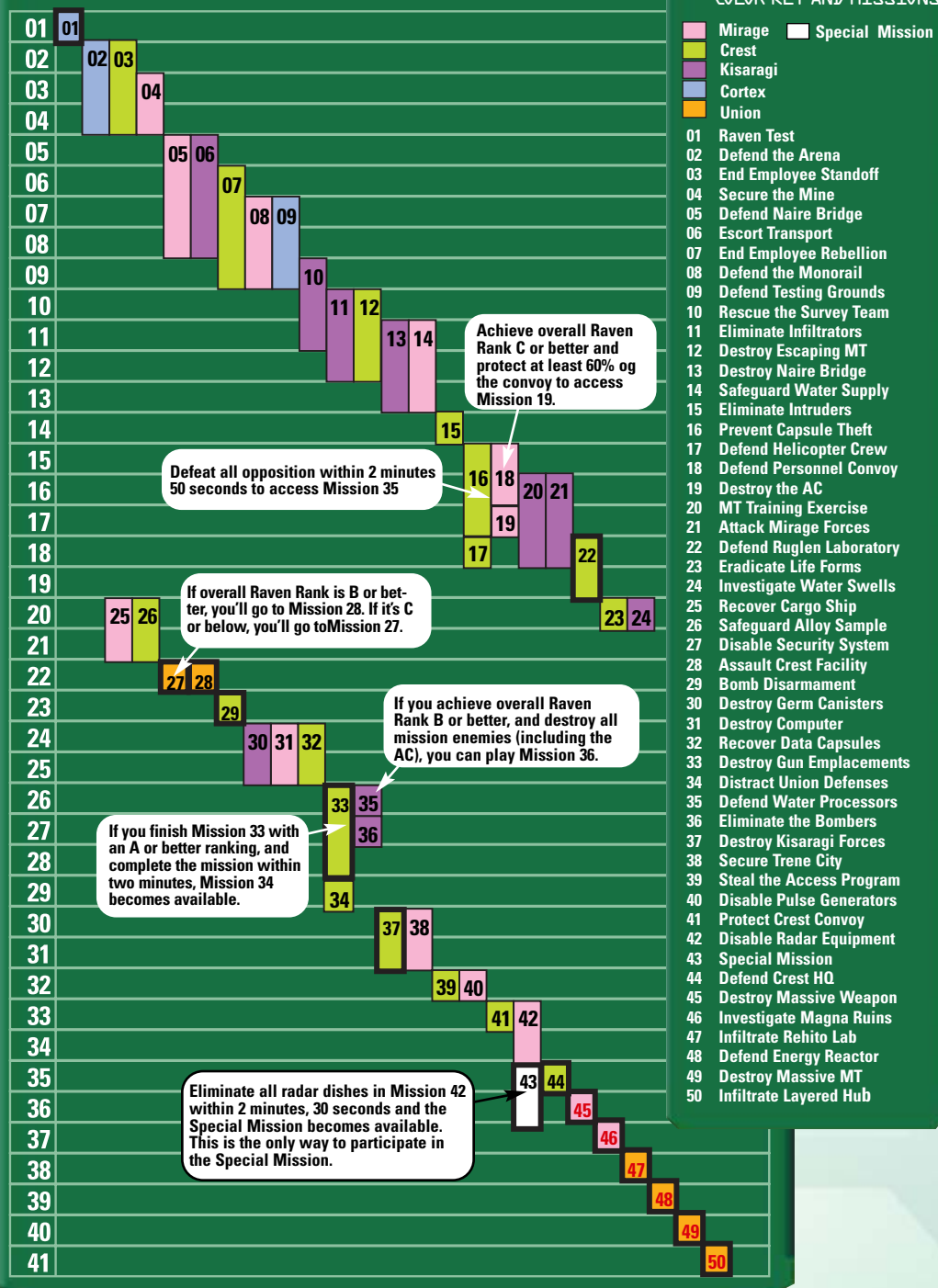
NOTE

Missions that appear on the flow chart with extra-thick black borders are mandatory. Other missions can be avoided. Simply don't pick them.

Here's an example. You start in Row 01, where the only possible mission is Raven Test. When you're done with Raven Test, you're in Row 02. Row 02 offers two mission choices: Defend the Arena and End Employee Standoff. Pick either of them and play. We'll say you picked End Employee Standoff.

When you're done with End Employee Standoff, you move to Row 03. Again, you have two choices: Defend the Arena (which is still available) and Secure the Mine. End Employee Standoff is no longer an option, because you've already completed it. Missions that have arrows pointing to them can be selected only if you achieve certain goals. Read the tips on the flow chart to learn those goals.

MISSION FLOW CHART



EARLY-GAME MISSIONS

MISSION BRIEFING

We here at Global Cortex are responsible for testing AC pilots hoping to become Ravens. The testing involves actual combat. In this case, you must defeat a small force occupying positions in the city. What we're looking for are pilots able to think on their feet and adjust quickly to changing conditions. Good luck.

RAVEN TEST 01

Enemy Forces MTs (Unknown Number)
Objective Destroy all enemy forces
Reward Status as a Raven

Operation Code Black Feather
Client Name Global Cortex
Place Name Trene City
Start Time 20:00
Security Level 5
Estimated Success Rate 85%
Recommended Raven Rank: D

STRATEGY



This first mission is a mandatory test: Beat the mission, or lose the game.



Take your time and get used to the controls. Don't worry about failure. It's not a difficult mission.



After you destroy several MTs, the mission is a success. Congratulations! You're now a Raven.



Fortunately, it's an easy test. You're dropped into a cityscape with Apple Boy as a partner. Your goal is to destroy an unknown number of battle-ready MTs.



Take advantage of tall buildings. Hide behind them and then pop out for a quick shot.



ARMORED CORE 3

MISSION BRIEFING

Information has come to light regarding a possible terrorist attack on Global Cortex interests. The instigators have yet to be revealed, but there is no mistaking their intentions.

They plan to disable one of our arena facilities and force the cancellation of an upcoming match. Stand by, and make sure that any attack does not succeed. An overwhelming show of force will ensure that our response isn't misinterpreted. Hostilities against Global Cortex are not tolerated. Your reward will be determined by the number of enemy units you destroy.

DEFEND THE ARENA 02

Enemy Forces	Unknown
Objective	Destroy all enemy forces
Reward	Determined by enemies destroyed

Operation Code	Fighting Dogs
Client Name	Global Cortex
Place Name	Arena
Start Time	13:30
Security Level	6
Estimated Success Rate	65%
Recommended Raven Rank	C

STRATEGY



This simple mission takes place in the same venue you can select for arena fights. Use weapons with decent power and plenty of ammo, because you face many weak opponents. The weapons you started the game with are perfectly adequate.



You start out in the middle. Doors on four sides open periodically to reveal enemy MTs. MTs come in two varieties: the tough bipedals and the more fragile small-wheeled MTs.



Gaidoz soon appears to help you out. Continue to target MTs aggressively even after he appears, because speed improves your mission grade.



Run around the arena, dodging missiles from the larger MTs and destroying enemies as quickly as they appear.



You can expect payment of around 17,000 when the dust finally settles—not bad if you keep your expenses low.

MISSION BRIEFING

A group of employees, unhappy about our decision to shut down the Zidan weapons factory, have taken control. They've modified the factory's MTs for combat and are using them to keep the demolition team at bay. Remove these employees from the premises immediately. Closing the factory was a difficult decision, but it had to be done to accommodate a need for housing. Every day of delay costs us money. End the standoff and get the project back on track. Eliminate all targets in the factory.

END EMPLOYEE STANDOFF 03

Enemy Forces MTs x 7
Objective Destroy all enemy forces
Reward 11,000

Operation Name Mouse Trap
Client Name Crest
Place Name Zidan Weapons Factory
Start Time 17:00
Security Level 2
Estimated Success Rate 78%
Recommended Raven Rank D

STRATEGY



You have 6,000 to spend on a consort for this mission. We took Spartan for his AC's all-around ability. You can take no consort if you choose, and save the money.

NOTE

Taking no consort also improves your grade for the mission.



You start in one end of the factory, pointed toward the enemies. If you have a consort, you may hang back, fire occasionally from the rear, and let the consort bear the brunt of the battle.



If you're on your own, you must advance and destroy all seven MTs yourself.



Most MTs look like construction cranes, and they aren't tough. Use the scattered barrels for cover. Pop in and out, taking a shot each time, to minimize damage to your AC.



All seven MTs are easy to locate, and all are easy to destroy. When you've taken down the seventh MT, the mission is a success.

ARMORED CORE 3

MISSION BRIEFING

We want you to attack the Gran mining facility. Kisaragi has played a leading role in the mine's operation and recently uncovered a rich vein of rare metal ore.

The ore has considerable value, and we're unwilling to let Kisaragi corner the market. In consultation with other corporations, it was decided that the mine's resources were to be distributed equally. We, Mirage, were to take over its day-to-day operations. Kisaragi agreed to this, but they continue to mine the ore in clear violation of the settlement. Avoid damaging the mine and its assets, but remove all Kisaragi personnel from the facility.

STRATEGY

SECURE THE MINE 04

Enemy Forces MTs x 21
Objective Destroy all enemy forces
Reward 11,000

Operation Name Calm Down
Client Name Mirage
Place Name Gran Mining Facility
Start Time 10:30
Security Level 4
Estimated Success Rate 76%
Recommended Raven Rank D



You can spend 6,000 on a consort in this mission. Use Spartan if you go with a consort, but going solo saves the money.



Don't charge into the room; just take them out from your side.



Two doors lead from this big room in opposite directions. Each leads to more MTs. Follow both in turn, and destroy the MTs behind each.



Start in an antechamber with a big door. Pop open the door and destroy MTs on the other side.



When the MTs are gone, advance through the door. Deeper in the room, destroy more small MTs. You may have to jet over ground clutter to reach them.



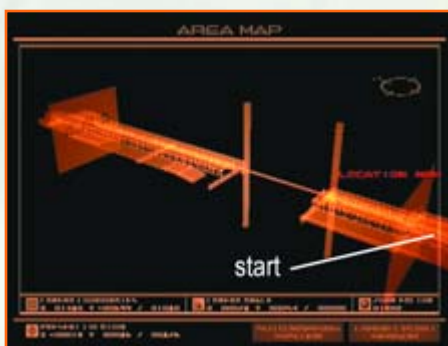
Do your best to fight the MTs in an open area. Don't use ground equipment as cover, because MTs destroy it when they shoot at you, reducing your rating.

MISSION BRIEFING

Naire Bridge, a work in progress, has been seized by forces that threaten to destroy it. The project is of great importance, literally bridging the gap that has impeded trade between two neighboring districts.

Those holding the bridge are thought to be part of a smuggling ring that has benefited from the situation. The smugglers disguised themselves as bridge workers and commandeered the workers' MTs. The bridge's construction must not be delayed. Eliminate those holding it.

STRATEGY



You start out in a tunnel approaching the bridge. Approach a door and open it.



Destroy a few MTs on the other side and advance.



Watch your footing! The bridge soon ends at a huge gap. The rest of your enemies are across the gap. Either jet across or locate a narrow beam to the right to run across. If you jet and come up short, you fall to your doom.

NOTE



Instead of jetting across the gap, collect a hidden AC part. It's beneath your initial starting spot. To get there, approach the spot where the bridge falls away to nothing and look down. You'll see a beam. Drop to the beam, then turn to face the direction you came from. Jet forward until you can land. Look for a small bit of shiny metal.

DEFEND NAIRE BRIDGE 05

Enemy Forces MTs (Unknown Number)
Objective Destroy all enemy forces
Reward 13,000

Operation Name Zip Up Lips
Client Name Mirage
Place Name Naire Bridge
 Construction Site
Start Time 21:12
Security Level 3
Estimated Success Rate 74%
Recommended Raven Rank D



Once you're on the other side of the bridge, jump from level to level, clearing away MTs on both upper and lower levels. Again, be careful not to fly off the edge. When all of the smugglers' MTs have been destroyed, the mission is a success.



ARMORED CORE 3

MISSION BRIEFING

A bomb has been planted on one of our transport vehicles traveling the A-24 superhighway. The bomb is designed to explode if the transport decelerates. We have to defuse it on the fly. We're clearing the highway and redirecting the transport to a remote area, but a contingent of enemy units has taken up positions along the route.

Make sure the transport reaches our bomb disposal team without incident. They'll take care of matters from there. Be aware that if the transport comes into contact with anything, the bomb may explode.

ESCORT TRANSPORT 06

Enemy Forces	MTs (Unknown Number)
Objective	Escort the transport to safety
Reward	15,000

Operation Name	Allegro
Client Name	Kisaragi
Place Name	A-24 Superhighway
Start Time	05:30
Security Level	6
Estimated Success Rate	72%
Recommended Raven Rank	D

STRATEGY



Equip your AC with a good booster and make sure that it's fairly mobile. You also want a good energy blade for this one.



As the mission starts, you're behind the transport you're supposed to defend. Jet out in front of it. If you're efficient, you needn't worry about it overtaking you, because it's slow.



Once you're in front of the transport, follow the highway. MTs are waiting at various points; destroy them as you go.



Just as important to deal with are the buses and vans littering the road. They're small, but they're big enough to damage the transport. Hack them apart with your laser blade as you proceed.

NOTE

Don't worry about the smudges that result from hacking up the vehicles. Only intact vehicles and debris pose a threat to the transport.



A couple of small off-ramps dead end almost immediately. Ignore them and stick to the highway.



When you come into visual range of a target labeled Friend, stop and wait for the transport to catch up. If you go too far, you might leave the mission area. When the transport catches up, the mission is a success.

MISSION BRIEFING

The factory we had you clear out the other day has been reoccupied. Apparently, the rebellion had spread further than we thought. Those holding it are threatening to release a deadly nerve toxin if the factory closing isn't halted. The deadline to meet their demands is approaching. Their resolve leads us to believe that another corporation is manipulating the situation. A peaceful resolution is probably out of the question. Your objective is twofold: Disable the nerve gas generators and eliminate all forces occupying the factory.

STRATEGY



The factory is divided into an upper section and a lower section. Two nerve gas generators are upstairs, and two more are downstairs.



As the mission starts, you're dumped into the midst of the enemy upstairs. Start dodging and firing!

NOTE

You have three minutes to deactivate the gas generators. Theoretically, you could ignore your enemies and deactivate all the generators first, but that would result in a rotten score. Three minutes, 30 seconds is more than enough time to destroy all of your enemies *and* disable the generators.



When the immediate resistance has been put down, jet toward the nearest gas generator and deactivate it. Then find and deactivate the second upstairs generator.



Be sure that all enemies up here are gone. Then locate the ramp leading downstairs and

END EMPLOYEE REBELLION 07

Enemy Forces	MTs x 14
Objective	Disable the nerve gas generators and destroy all enemy forces
Reward	15,000
Operation Name	Stink Bug
Client Name	Crest
Place Name	Zidan Weapons Factory
Start Time	17:30
Security Level	2
Estimated Success Rate	68%
Recommended Raven Rank	D

start a slow, controlled slide. Shoot ceiling-mounted MTs all the way down, taking care not to miss any. At the bottom, jet out of a shallow depression and head right, toward the nearest generator. Several MTs are over here. Destroy them, then disable the third gas generator.



Take out the small cluster of MTs huddled around the final gas generator, then deactivate it to complete the mission.

NOTE

If the mission doesn't end, you missed an enemy somewhere. Go back and check the level for stray MTs.

ARMORED CORE 3

MISSION BRIEFING

We just discovered that a mole has infiltrated one of our research labs. We allowed him to move about freely, hoping that he might reveal his purpose, but he made off in one of our MTs. Our security force went after him, but the MT's mobility and outside interference have frustrated their efforts. If he makes it to the neighboring sector, pursuit will be all but impossible. Stop him before he escapes!

DESTROY ESCAPING MT 12

Enemy Forces	Target MT, Other MTs (Unknown Number)
Objective	Destroy target MT
Reward	12,000
Operation Name	Speed King
Client Name	Crest
Place Name	A-24 Superhighway
Start Time	21:00
Security Level	6
Estimated Success Rate	66%
Recommended Raven Rank	D

STRATEGY



This mission isn't called Speed King for nothing. Pay attention to this not-so-subtle hint, and gear up your AC accordingly. Before the mission starts, lighten your AC. Equip powerful but light back-mounted missiles (or a similar mid-range weapons system) and a high-quality booster part with low energy drain. (Try the MBT-OX/E9.) Be sure you have a powerful generator to refuel the booster.



As the mission starts, the escaping MT is straight ahead. Jet forward and follow him. If your AC is suitably equipped, you can catch up with him midway into your first jet.

NOTE

Destroy other ACs along the way, but *never* slow down to target them, and don't target them if your main target is also onscreen.



Run normally until your energy is replenished, then jet forward again. Shoot non-essential targets only if it's easy.



The second target MT soon shows up ahead. Get a lock and fire repeatedly. The fragile MT goes down easily, and the mission is complete.

NOTE

If you failed, you probably need to lighten your AC or add a more powerful generator or booster.



Keep running and jetting past the remains of the MT. You receive word that the MT you just destroyed was a decoy.

MISSION BRIEFING

Recently, Global Cortex has been the target of repeated attacks by an unknown organization. Their activities tapered off after several back-to-back failures, but have resumed again in earnest since they acquired a new source of financial support.

According to sources we will not identify, they intend to infiltrate Trene City with a stealth bomber and disrupt scheduled test exercises. If the attack succeeds, our reputation is ruined. Destroy the bomber before it reaches the testing grounds.

DEFEND TESTING GROUNDS 09

Enemy Forces Bomber x 1
Objective Destroy the bomber
Reward 18,000

Operation Name Cross Counter
Client Name Global Cortex
Place Name Trene City
Start Time 21:30
Security Level 5
Estimated Success Rate 65%
Recommended Raven Rank C

STRATEGY

Mobility is recommended for this mission—a powerful booster and fast legs. Also use at least two weapons: an accurate weapon, such as a small missile launcher, and a heavy hitter.



The mission starts at the northern end of a rectangular urban area. Helicopters swarm around this place. They reappear if destroyed, but destroy them anyway.



Make your way around the city, using buildings to shield yourself while you pick off one or two helicopters. Use small missile weapons to knock them out of the sky.



Do your best to pick off the helicopters while avoiding damage. Eventually, you get a message that the bomber will arrive in a minute. Keep fighting.



When you're told that the bomber will arrive in 20 seconds, start making your way back toward your initial starting spot.



About 10 seconds after the timer expires, jet to the top of a tall building near the combat area's southern edge. Look up. The bomber should be nearly overhead.



Jet toward it, firing your biggest weapon as quickly as possible. Keep firing as your jets run out and you drop; it's possible to destroy it in one jet. After you destroy the bomber and drop to the ground, keep fighting helicopters—the mission doesn't end as quickly as you might think. Your controllers chatter endlessly while the helicopters attack you, so keep fighting until they make you stop.

MISSION BRIEFING

The survey team we infiltrated into Mirage's research facility was discovered and is trapped. The odds aren't in their favor. Enter the facility and help them escape. Mirage's forces will do their best to destroy the survey team. Make sure they fail.

STRATEGY



You start out in the sewers, with no enemies around. Messages suggest that you must hurry to meet the survey team, but there's no rush until later.



Proceed forward, then turn right at the T-junction. Jet down the wide corridor, blasting

MTs as you go. Watch for two locked doors in the wall on your left. You can't open them now, but they'll be important later.

NOTE



On your left, near the base of the wall just beyond the second locked door, is a sewer drain. Inside the drain is the MEBT-OX/MB extension part (it's very small and hard to see if you're not looking for it). Take it!



After you collect the part, go to the end of the hall. It ends in another door, but you can open this one by pressing a small white button, near the floor to the right.

RESCUE THE SURVEY TEAM 10

Enemy Forces MTs (Unknown Number)
Objective Escort the survey team to safety
Reward 14,000

Operation Name Round Trip
Client Name Kisaragi
Place Name Drainage L9
Start Time 16:30
Security Level 2
Estimated Success Rate 62%
Recommended Raven Rank C



When you open the door, members of the survey team tell you to protect them. Stand more or less in place, and destroy all MTs within range. The survey team approaches and flies past you. Turn around and follow the survey team, blasting any MTs that appear in the corridor.



As you pass the two locked doors again, both open, pouring out MTs. Be prepared, and destroy the MTs as soon as the doors open. A third locked door opens near the end of the hall; destroy the MTs that come from this one as well. Follow the survey team into the smaller corridor you started in. After you blast a few more small MTs here, the survey team coasts to safety.

MISSION BRIEFING

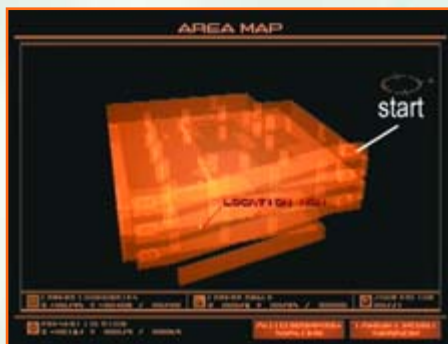
We've encountered a security breach involving the computer system at our weapons development facility. The hackers involved got away before they could be apprehended. They're using MTs to make their escape and are holed up in the D-1 block of the parking structure. We're using multiple Ravens for this mission. The hackers must not be allowed to escape with any information. Make sure none get away.

ELIMINATE INFILTRATORS 11

Enemy Forces MTs x 3, Other (Unknown)
Objective Destroy all enemy forces
Reward 15,000

Operation Name Windup Toy
Client Name Kisaragi
Place Name Parking Structure
Start Time 17:30
Security Level 4
Estimated Success Rate 60%
Recommended Raven Rank C

STRATEGY



You start out on a narrow ramp leading down to the first level of the parking structure. Go down and open the door.



Clear out the assorted MTs on this level.



When you're done, look for a door leading to another ramp leading down. Take it.



The next level is similar to the first. Clear out the MTs here, but watch out: If you use destructive weapons, you might destroy the lights control near the middle of the level. If you blow it up, everything's darker.



Locate a door and proceed down again. Downstairs, clear out a third level of MTs. When the coast is clear, take a ramp down to the fourth and final level.



The fourth level has a few more MTs than the preceding ones, but Trafalgar appears to help you as soon as you get down there. After you methodically clear out all the MTs, the mission is a success.

MISSION BRIEFING

An attack has been launched on our research lab. Fortunately, security forces detected the breach early and got all key employees aboard the monorail and out of harm's way. But power to the monorail has been cut and it's just sitting on the tracks. Those onboard are integral to our research efforts and must be protected. The security team is focused on restoring power and safeguarding the lab. Protect the monorail until the power is back.

DEFEND THE MONORAIL 08

Enemy Forces MTs (Unknown Number)
Objective Defend the monorail
Reward 15,000

Operation Name Medicine Chest
Client Name Mirage
Place Name Falna Research Lab
Start Time 05:00
Security Level 6
Estimated Success Rate 59%
Recommended Raven Rank C

STRATEGY



You can take a consort on this mission, although you don't need one. If you don't take one, stock up on heavy-duty weapons and a lot of ammo. You face very heavy MTs. A potent right-hand weapon plus a powerful laser blade works well.



You start out south of the monorail. Immediately jet north and intercept the heavy MTs approaching. Engage them as quickly as possible so they don't target the monorail.



When the northern group is destroyed, jet slightly to the south. Another bunch approaches there; clear them out quickly.



You receive notice of a second wave arriving. This wave arrives from both the north and south, but the northern wave is closest. Target the northern MTs first, and take them out as quickly as possible before turning around and engaging the southern ones.

NOTE

You are fighting very close to the monorail, but that's okay. As long as you're there, you distract the enemy. Use a laser blade to fell them quickly if they get too close.



As you dispatch the second wave, you receive notice of a third. Don't despair. Just keep fighting as fast as you can. Soon the conductor tells you he has power again, and the monorail heads off to safety. The mission is a success.

MISSION BRIEFING

The target of this operation is Naire Bridge. Mirage's rapid completion of the project earned it the gratitude of local residents. We want the bridge destroyed in such a way that Mirage is blamed and their reputation ruined.

Set the demolition charges at the specified locations. Be quick about it, because we want people to suspect negligence on Mirage's part, not an act of sabotage. If civilian casualties can be incorporated into the plan, so much the better. We'll pay extra for destroying the monorails that traverse the bridge.

STRATEGY

You'll recognize this map if you did the Defend Naire Bridge mission earlier. The difference is that the bridge is now complete. Use a mid-size weapon—maybe a missile system—and one heavy-hitting weapon, such as the CWG-BZ-30.



There are eight demolition points along the bridge, four on each side of the central, elevated lane. They're all shown on the map.



The basic strategy is to jet along each side of the central lane, stopping at each target point to plant a bomb (press ●). Mid-weight MTs and a few flying units are on each side.



If you hurry, focusing on planting bombs and destroying only MTs directly in your way, this is an easy mission. You can plant bombs without breaking stride; just press ● as you fly by. Laine Meyers tells you when you've planted all but one bomb. If you haven't destroyed the second monorail but plan to, wait near the place you need to plant the bomb, and tag the second monorail as it zips by.



DESTROY NAIRE BRIDGE 13

Enemy Forces	Unknown
Objective	Set the demolition charges
Reward	11,000

Operation Name	Termite
Client Name	Kisaragi
Place Name	Naire Bridge
Start Time	04:50
Security Level	4
Estimated Success Rate	57%
Recommended Raven Rank	C

NOTE



If you destroy two of the monorails zipping back and forth below the central lane, you collect a KWG-HZL30 AC part at the mission's end. Destroying monorails is tricky because they're hard to shoot through the support beams. Line up a clear shot and use the most powerful weapon available until the monorail blows up. Attack from the side nearest the monorail—you won't hit the monorail on the far track.



Then plant the last bomb to complete the mission.

ARMORED CORE 3

MISSION BRIEFING

Barrel Dam has been seized. Its captors demand that we reduce our weapons production. In an attempt to force our hand, they're threatening to release a canister of deadly poison into the water supply.

The forces holding the dam are composed of helicopters and small MTs. Neither poses a threat in limited numbers, but there are enough of each to be cause for concern. They've executed the plan cleverly, but we cannot meet their demand. While we play for time, you must enter the dam and disable the canister before our deception is revealed. Do not fail us, Raven.

SAFEGUARD WATER SUPPLY 14

Enemy Forces MTs, Helicopters (Unknown Number)

Objective Disable the canister

Reward 20,000

Operation Name Anthill

Client Name Mirage

Place Name Barrel Dam

Start Time 12:30

Security Level 4

Estimated Success Rate 53%

Recommended Raven Rank C

STRATEGY

This is one of your tougher missions, requiring excellent jet skills. Be sure that your AC has a good booster and energy supply. This gives you a larger margin for error when jetting along the face of the dam. You start out standing atop the dam.

NOTE

Hover legs won't help if you fall. They can float on water, but falling takes you outside the mission area—automatic failure. You just need a light, mobile AC with good jetting power.

NOTE



Turn right, run, and collect the MWR-M45 AC piece lying atop the dam.



The screenshot shows the face of the dam. You can drop to four ledges. Run east, look down, and jet down to the easternmost ledge.

NOTE

Ignore the helicopters outside the dam. They are in infinite supply. Just concentrate on the business at hand.



Go inside the dam. Destroy the MTs here, and throw a switch. You receive the message "Gate 6 Opened." Go back out to the ledge. Jet to the westernmost ledge (farthest from your position).



Go inside the dam from the westernmost ledge. Destroy MTs and throw a switch; you get the message "Gate 5 opened." Return to the ledge and jet to the next-closest ledge (the third ledge from the left in the map screenshot).



From this ledge, enter the dam. A passage leads to the left. Ignore it for now; stay to the right and throw a switch in a small room. You get the message "The water blocking the way has been released." Return to the passage you ignored a minute ago. Follow it to a tall room. Drop to the floor of the tall room and go through a short passage.



You're at the bottom of another tall room. Destroy the ceiling-mounted guns if you care to, then jet to the top of a pillar that bears the poison canister. Disable the canister (press ●) to complete the mission.



MID-GAME MISSIONS

You got past the initial barrage of missions, so you must be doing something right! Refine your combat technique, and improve your AC with superior parts. If you're diligent about doing both, you'll have no trouble with this next set of missions.

MISSION BRIEFING

Raven, we need your help to carry out a classified mission in sector 513. Many parts of this area were damaged in a series of earthquakes a few years back. It has been deserted since, and access is strictly prohibited. Someone seems to be ignoring this law. Signs of activity are everywhere. We don't know what might be going on, but whatever it is, it stops now. The intruders are in sector 513 as we speak; get over there as quickly as possible and make sure none leaves. You're being permitted access to the area for this mission only. Good luck.

ELIMINATE INTRUDERS 15

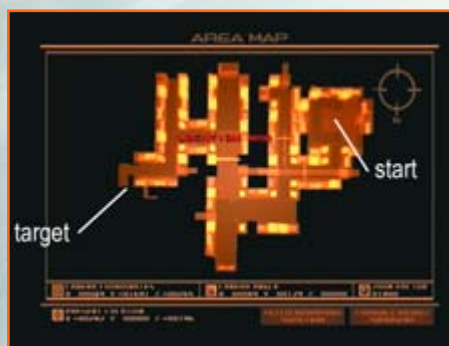
Enemy Forces	MTs, Other (Unknown)
Objective	Destroy all enemy forces
Reward	22,000

Operation Name	Traffic Vest
Client Name	Crest
Place Name	City Sector 513
Start Time	13:30
Security Level	1
Estimated Success Rate	52%
Recommended Raven Rank	C

STRATEGY

NOTE

Don't confuse this mission with the similarly named Eliminate Infiltrators, which was covered in the last section.



This is a simple mission. It takes place in a dense, enclosed urban sector. You fight small tank-style MTs and hovering MTs. Almost every target will be too high or low for easy laser blade attack, so be sure you have enough ammo for your other weapons.



You start out at the place indicated on the map. There are a few small MTs around; destroy them.



Zip through the streets, quickly cleaning up MTs. They aren't tough, so destroy them efficiently. In a few spots, jet up to overpasses or bridges, but it's not necessary. Stick to street level, and use your radar to locate MTs.



Eventually you destroy all the MTs. Laine Meyers expresses confusion over the invading MTs' motive. For now, the mystery goes unsolved, but the mission is quickly over.

MISSION BRIEFING

One of our transport helicopters was seized, along with the cargo onboard. We attempted to force the hijackers down, but we had to shoot the helicopter out of the sky. Some of the helicopter's payload fell undamaged into the Avia Gulf. The recovery team sent to retrieve the capsules still hasn't located them. The team has sighted other units in the vicinity—most likely associates of the hijackers are trying to secure whatever they can. Go to the Avia Gulf and keep the capsules from falling into the wrong hands.

STRATEGY

This mission is frustrating and difficult if you don't have hover legs. Buy hover legs and equip them, even if only for this mission.



As the mission starts, you're atop a water processor. To either side of you, floating in the water, you'll see the capsules you're charged with defending. Your enemies are airborne jets and MTs that skim along the water. The airborne foes try to attack you; the water-based MTs try to steal the capsules.



Blast due north to intercept the first wave of water-based MTs. Meet them near the edge of the mission area, and destroy them all.



If any get through and grab a capsule, you get a warning. Find the capsule being dragged away, and shoot the MT towing it.



You can target aerial foes during lulls in the water-based attacks, but don't get caught up in it. Concentrate on the MTs because they can grab the capsules.

PREVENT CAPSULE THEFT 16

Enemy Forces	Unknown
Objective	Safeguard the capsules
Reward	32,000

Operation Name	Moon Lake
Client Name	Crest
Place Name	Avia Gulf
Start Time	16:30
Security Level	6
Estimated Success Rate	51%
Recommended Raven Rank	C



After the first wave of MTs is destroyed, a second one appears. Clear them out quickly. If you defeat all water-based MTs within 2 minutes and 50 seconds, you're offered the



Defend the Helicopter Crew mission. To take the mission, get underneath the transport vehicle that appears nearby, and then jet up to touch it.

ARMORED CORE 3

MISSION BRIEFING

The helicopter dispatched to recover the capsules came under fire and went down nearby. The crew survived, but they're pinned down on a marine platform. It's only a matter of time until they're overrun. Protect the crew until backup arrives.

NOTE

This mission appears only if you complete **Prevent Capsule Theft** within 2:50. It's accessed directly from that mission.

DEFEND HELICOPTER CREW 17

Enemy Forces Helicopters (Unknown Number)
Objective Defend the crew until help arrives
Reward 40,000

Operation Name Clothesline
Client Name Crest
Place Name Marine Platform
Start Time 18:00
Security Level 1
Estimated Success Rate 49%
Recommended Raven Rank C

STRATEGY



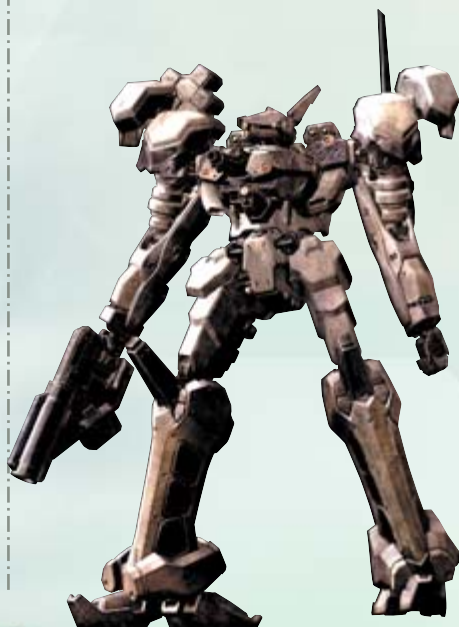
You start out on an oil platform-type structure that extends out in several directions. The crew you must defend is at the central hub.



The attackers are helicopters. Defend the crew by staying with them on the central hub, shooting down incoming enemies as they appear on radar.



The helicopters come so quickly that there's no real strategy. Keep moving and quickly take out the nearest helicopters.



If there's a lull in the action, look for cargo pods—small items that you can pick up to increase your mission grade. There are a few cargo pods on the main hub, and a few more on the spidery outlying arms of the rig.

This isn't a tough mission if you're diligent about destroying the helicopters. The worst that can happen is that you fall off the rig, run out of energy, and are forced to recharge on the water below. Don't let that happen, and you'll do fine.

MISSION BRIEFING

Because of your hard work, control of the Gran mining facility has been secured. Kisaragi is incensed by this and has launched a concerted effort to interfere with our operations. They know the mine's layout better than our people. As it stands, we are hard-pressed to halt their disruptive activities.

Plans are under way for a refurbishing of the mine, which necessitates the removal of all personnel. We believe Kisaragi intends to attack the convoy escorting workers out of the mine. We'd like you to watch over the convoy. You'll be compensated according to the number of units that make it out safely.

STRATEGY



Stock up on hard-hitting weapons with lots of ammo, bring a laser blade for close-range kills, and be sure you have a relatively mobile AC. You start in a large, open area, and you stay there throughout the mission.



Convoy units pour out of doors in the western edge of the area. Meanwhile, enemy MTs emerge from tunnels in the eastern wall. Your task is to destroy the MTs quickly and efficiently, before they wipe out many convoy units.



You see a message every time a convoy unit is lost. It's hard to prevent all convoy units from dying; you're almost certain to lose a few. If you want to shoot for a perfect score, wait until you've beaten the game, then come back with better equipment and try again.

Take out the initial MT swarm, then cover the eastern wall where new MTs tend to emerge. Eventually you get the all-clear notice.

DEFEND PERSONNEL CONVOY 1.8

Enemy Forces Unknown
Objective Defend the personnel convoy
Reward Performance-based

Operation Name Duckling
Client Name Mirage
Place Name Gran Mining Facility

Start Time 12:30
Security Level 4
Estimated Success Rate 47%
Recommended Raven Rank C

NOTE

If you scored an overall C grade or better, and kept 60 percent or more of the convoy alive, a spot labeled Escape Point appears. Go there to initiate the mission Destroy the AC.



ARMORED CORE 3

MISSION BRIEFING

One of our research labs has been attacked. While we were preoccupied with fending off the assault, an AC infiltrated the lab and made off with a prototype chipset. The plan worked flawlessly. Once we realized our error, a team was dispatched to intercept the AC. They're engaged in combat with it now, but probably aren't capable of taking it down. Catch up to them as quickly as you can. There's no need to recover the chipset, but make sure that both it and the AC are destroyed. Good luck.

DESTROY THE AC 19

Enemy Forces 1 AC, MTs
Objective Destroy the enemy AC
Reward 32,000

Operation Name Rave-Up
Client Name Mirage
Place Name Falna Research Lab
Start Time 02:00
Security Level 6
Estimated Success Rate 46%
Recommended Raven Rank C

STRATEGY

NOTE

This mission can be accessed only if you did a good job on Defend Personnel Convoy; see that mission walkthrough for details.



This is a simple mission. You start out in a big curving section of corridor. Start running, destroying the scattered MTs along the way.



As you approach the edge of the mission area, you see a small corridor leading to the right. Follow it to a small room with another couple of MTs and Chain Impact—the single AC you're supposed to fight.



Chain Impact is fast and mobile and likes to jump. The room is small enough that you should be able to destroy it by strafing and firing your heaviest weapon when the AC has landed from a jump.



If you don't want to get into a turning duel, linger in the hallway and take shots at Chain Impact as he scuttles around inside the room. Regardless of method, destroy the AC to win the mission.

MISSION BRIEFING

We'd like you to participate in a training exercise with our troops. Their MTs have been outfitted with new missile launchers that need to be tested in a live-fire situation. You'll play the role of a target for their attacks, avoiding as many of the missile launches as possible. A bonus is available, depending on your performance. Equip your AC as you feel appropriate, but under no circumstance are you to return fire. Destroying any of the MTs will reflect negatively on your income report.

MT TRAINING EXERCISE 20

Enemy Forces	MTs x 5
Objective	Survive the training exercise
Reward	Achievement-based

Operation Name	Bird Watching
Client Name	Kisaragi
Place Name	Barrel Dam
Start Time	14:00
Security Level	4
Estimated Success Rate	44%
Recommended Raven Rank	C

STRATEGY

This mission is an exercise in dodging. It's almost impossible to fail, because your AC can take a lot of abuse—but it's not easy to do well.



Even if you don't normally use a super-mobile AC, you should build one now. A good booster is nice, but fast base speed is what you're really looking for. Don't use any weapons, because you shouldn't fire during this mission.



Buy an extension that shoots down incoming missiles, and an inside part that disrupts enemy locks or distracts missiles (such as the MWI-DD/10).

When the mission starts, get far away from the line of MTs and stay there. Be sure not to leave the mission area. When the firing starts, move. Rapid strafing is the way to go. Change strafe directions suddenly, just before missiles are about to hit, to lose them. Eventually the firing stops, and the mission is complete.

NOTE

If you have an inside part that needs to be deployed, deploy it. Be sure to turn on your extension.



ARMORED CORE 3

MISSION BRIEFING

A long-term campaign aimed at manipulating Mirage is about to pay off. They're sending forces directly into the trap we've laid for them at Avalon Hill. The terrain around Avalon Hill is wide open and offers little cover. A maneuverable AC capable of enduring prolonged combat is required. This is a prime opportunity to catch Mirage unaware and deal a decisive blow. Because of the number of units they've dispatched to the area, a supply vehicle will be on hand to restock your weapon stores as needed.

ATTACK MIRAGE FORCES 21

Enemy Forces MTs, Other (Unknown)
Objective Destroy all enemy forces
Reward 25,000

Operation Name Ladybug
Client Name Kisaragi
Place Name Avalon Hill
Start Time 07:30
Security Level 1
Estimated Success Rate 44%
Recommended Raven Rank C

STRATEGY

This mission features tons of enemies, but don't use a super-heavy AC in hopes of packing on enough armor and weapons to make it easy. Stick with a fairly fast AC with one or two hard-hitting weapons (the CWG-BZ-30 Arm Unit R, for example).



We recommend fighter jets as a consort. Other consorts tend to get destroyed early in the mission.



When the mission starts, you're at the southern end of a big open area. Lots of MTs, including big bipedal ones and fast ground cars, are attacking. Start making your way north quickly. Blast everything in range—but try to be accurate.



A small hillock, or raised area, is in the northwest corner of the mission area. Move toward it, picking off nearby enemies. When you reach the hillock, jet up on it, and slide back from the edge. Ground cars can't hit you up here. Let them cluster around the hillock's base. Meanwhile, fire at mid-range enemies.



Stay up here and destroy mid-range enemies. If you run out of ammo, jet over to the supply truck and activate it (●) to resupply your ammo.

NOTE

You're protected from damage during most of the restocking process, so don't worry about getting butchered while you get ammo.

When you have your ammo, quickly get back onto the hillock. When the only enemies left are ground cars near the base of the hillock, either approach the edge and shoot them, or let the jets finish them.

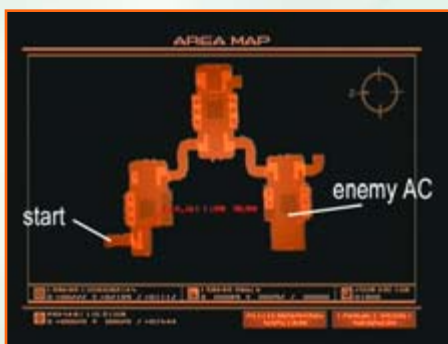
When no enemies are left nearby, leave the hillock. There are likely to be MTs in the shadow of the big overhang at the map's center. When all MTs are gone, the mission is a success.

MISSION BRIEFING

Raven! Ruglen Laboratory is overrun with Mirage forces. We need immediate assistance. Their attack seems to be focused on lab sector A. We've sent the bulk of our security force and a Raven to reinforce the area, but they're being overpowered. Buy us time while key research materials are moved out of harm's way. The invaders needn't be destroyed, but keep them occupied!

STRATEGY

Pack a hard-hitting weapon like the CWG-BZ-30 Arm Unit R for this mission, along with a smaller support weapon.



You start out in an antechamber. Proceed through the door, into a small freezer room, and through a second door.



Beyond the corridor, a friendly AC called Cold Heart is battling several floating, sphere-shaped MTs. These MTs can only be destroyed when the spheres pop open, so don't waste ammo while they're closed. Target them and wait for them to open before firing.



After destroying the pods, follow Cold Heart through another door.



As you cross the threshold and go down a short hall, you see a brief movie, then enter a room where a friendly four-legged AC named Fragile is getting pounded by a nameless enemy AC.

DEFEND RUGLEN LABORATORY 22

Enemy Forces Unknown
Objective Hold off Mirage's forces
Reward 34,000

Operation Name Stray Sheep
Client Name Crest
Place Name Ruglen Laboratory
Start Time 18:30
Security Level 8
Estimated Success Rate 43%
Recommended Raven Rank C



You're trapped in the room with the enemy AC for a short while. Complete the mission in one of two ways: Destroy the enemy AC or escape.

TIP

Destroying the AC is best, because it nets you a bonus AC part.



If you decide to flee, the gate will unlock in matter of moments to let you out. Wait until Laine Meyers tells you they're open. Dodge and run while the enemy pounds on Cold Heart and Fragile.

ARMORED CORE 3

DEFEND RUGLEN LABORATORY CONTINUED

When you get the all-clear message, retreat to your original starting point to escape. If you decide to fight, start attack the enemy with your best weapon. The enemy may take out Fragile or Cold Heart or both. That's fine. Fight it as you would in the arena. When you defeat the mysterious AC, the mission is a success.

MISSION BRIEFING

Ruglen lab is under **attack** by life forms of unknown origin. Immediate backup is requested. We've tried to clear them out ourselves, but our weapons have no noticeable effect. All means of access are sealed, so their numbers shouldn't increase. We have to figure out a way to deal with the ones already inside. Our researchers are analyzing them for weaknesses; we'll notify you once we know.

STRATEGY



You start out in the southern room of a three-room complex.



Several strange, beetle-like creatures are in the room with you.



The beetles fire energy bolts and cannot be hurt—yet. Jet to the walkway above the floor, and hide up there in a spot where the beetles can't shoot you.



After what will seem like a long time, you're told that acid harms the creatures. Two giant acid tanks descend from the ceilings of each of the lab's three rooms. Shoot both ceiling tanks in the first room from your position on the walkway. Drop to the floor and take the corridor north to the second room.

ERADICATE LIFE FORMS 23

Enemy Forces	Unknown Life Forms
Objective	Destroy all life forms
Reward	26,000

Operation Name	Pyrethrum
Client Name	Crest
Place Name	Ruglen Laboratory
Start Time	11:30
Security Level	8
Estimated Success Rate	42%
Recommended Raven Rank	C

NOTE

You could fight the creatures now, after breaking only two ceiling tanks. This yields a bonus AC part. If that's your goal, start attacking now. Bear in mind, however, that the creatures are durable until you break all six acid tanks. You'll get a bad mission grade if you take this route.



Destroy the ceiling tanks in the second room. Move along to the third room and destroy the ceiling tanks there.



When the tanks in all three rooms (six tanks total) have been destroyed, the beetles are vulnerable. A single shot from a potent weapon will take one out. Go back through the lab and clean them all out. When the last beetle falls, the mission is accomplished.

MISSION BRIEFING

Our sensors are registering unusual swells in the sewage system's water levels. As far as we can determine, it's not the result of rival corporate activity. We can only assume that a system malfunction is to blame. Nothing like this has ever happened before. We've lost contact with the research team sent to investigate. We need to know what is happening as soon as possible. Find out what's going on and report back. You have permission to eliminate any who attempt to interfere.

INVESTIGATE WATER SWELLS 24

Enemy Forces Unknown
Objective Investigate the sewage system
Reward 45,000

Operation Name Doodlebug
Client Name Kisaragi
Place Name Drainage L9
Start Time 23:30
Security Level 2
Estimated Success Rate 40%
Recommended Raven Rank C

STRATEGY



You're deployed in the sewer system. Move forward, then take a right at the T-junction and move fast.



Lots of spiders crawl around down here—mutated spiders with energy attacks. Shoot them as you cruise down the corridor, but don't get caught up fighting them. When the corridor ends, take a left—your only option. Make your way down the new corridor.

NOTE

The supply of these spiders is endless for now, so don't waste time trying to kill too many.



At the end of the corridor, a small white button is on the left of a sealed door. It's near floor level. Press it to seal the flues that the spiders are coming from. Now make your way back toward your starting point.

NOTE

Now you can and should kill all the spiders because they won't be replaced.



When you return to the T-junction, go straight. You'll see a web-encrusted door. A small white button is to the right of the door, near the floor. Press the button.



The door opens, revealing a chamber containing a bunch of little spiders and a queen spider attached to the ceiling!



Go inside and strafe around the edge of the chamber, firing your toughest weapon into the queen nonstop. Periodically hop or change direction. Ignore the little spiders and quickly fire at the queen. Her lightning attacks will hurt you; keep moving to minimize the effects. After you've pumped a great deal of ammo into the queen, she dies. The mission is a success.

ARMORED CORE 3

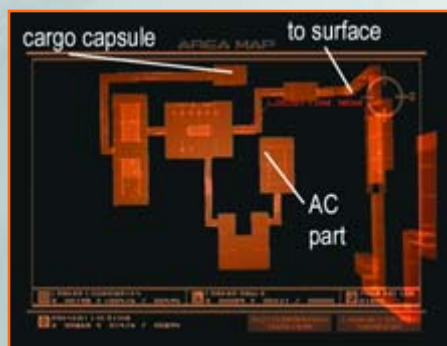
MISSION BRIEFING

Our Arctic research vessel, Ostrica, experienced hull failure after an onboard mishap. Ice floes are crushing the vessel, and she is slowly sinking into the depths. The ship's crew evacuated, but there wasn't enough time to offload all the cargo—a capsule, the most important item, remains onboard. We sent a recovery team to retrieve it, but the team was thwarted by the ship's predicament and the security system.

It's not clear how long the ship will remain afloat, but we must attempt to retrieve the capsule. We'll pay additional fees for destruction of any of the less important cargo still onboard. It's unlikely any of it will ever fall into the wrong hands, but we don't like taking chances.

STRATEGY

Gear your AC for speed and extreme boost power. A slow AC with weak boost cannot succeed in this mission! Take tough, fast-shooting weapons. You don't need tons of ammo, because there are no big fights here. You'll want to destroy your targets quickly when you do attack.



There are too many twists and turns to walk you through this step by step. Refer to the two maps and carefully read our tips. The

RECOVER SHIP CARGO 25

Enemy Forces	MTs
Objective	Retrieve the cargo capsule
Reward	31,000

Operation Name	Saw Pit
Client Name	Mirage
Place Name	Research Vessel
Start Time	16:00
Security Level	1
Estimated Success Rate	40%
Recommended Raven Rank	C

first map is a side view of the ship. You start at the top, and you need to make your way down to the lowest level. Later, you need to make your way up to the top. The second map is a top-down view of the ship's main level.



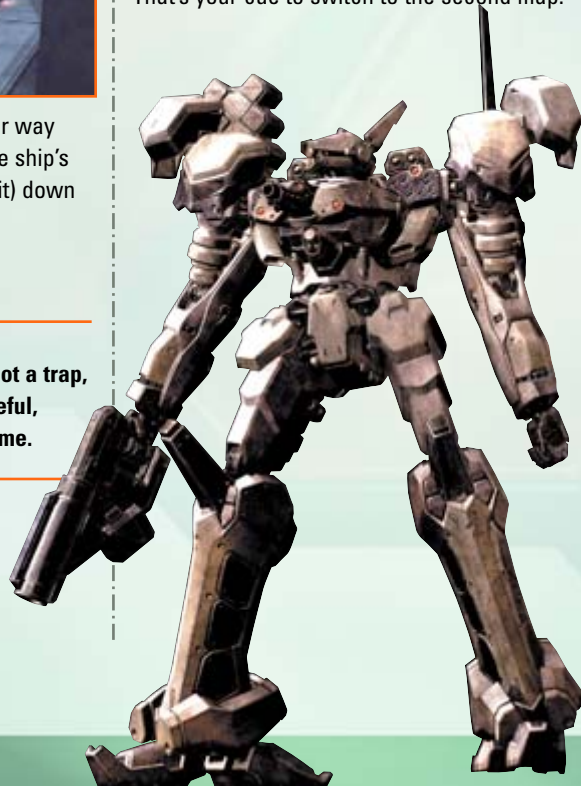
Referring to the first map, make your way from Entrance (break the lock on the ship's hatch by shooting it or driving over it) down to Main Level.

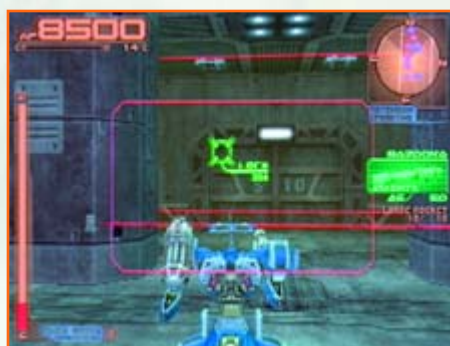
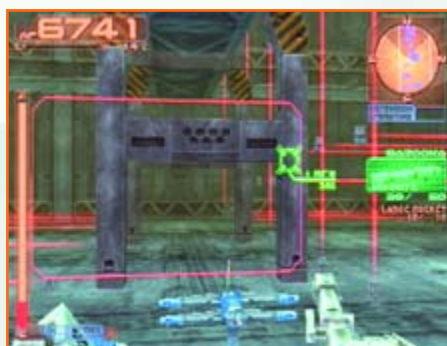
NOTE

Note the spot marked Trap. It's not a trap, but a dead end. If you aren't careful, you'll drop in there and waste time.



When you reach the lowest level and pass through a door, you receive a message from the ship that defenses are on high alert. That's your cue to switch to the second map.





On the lowest level, grab the MWG-SBZ/24 AC part if you want to, then collect the cargo capsule. Make your way up to the surface. It sounds easy, but it's not. Here's a list of important tips:

- Ignore MTs for the most part. You need to go fast, and fighting takes time.
- Don't bother using jets when dropping down a vertical shaft. Just drop.
- One exception to the don't-fight rule: As you make your way back up to the surface, you find two or three nasty bomb-throwing MTs near the top. Destroy these, or they'll tear you apart.

- Use the in-game map constantly. When in doubt, bring up the map and rotate it until you see where you are. The game is paused while you use this map.
- The in-game map is crucial when escaping. Use it *before* flying up a vertical shaft, so you know what direction to move when you reach the top.
- After several minutes, the hold springs a leak and you get a six-minute counter. You should be close to your target by the time that counter appears.
- Hurry, even before the counter appears.
- The longest vertical shafts have small ledges at the halfway point so you can rest and recharge before finishing the ascent.
- If you're having trouble jetting up a vertical shaft, you're either missing a halfway-point ledge or you need stronger jets.
- If an MT blocks your way up a shaft, destroy it.
- Don't bother breaking cargo for extra points unless you're confident you have enough time.

Even with these tips, the mission is difficult. You'll probably lose a few times before you get the hang of it.



40

We're looking for an escort to accompany one of our transports through sector 517. The transport is carrying a sample of a new alloy. The material is a breakthrough for weapons-related development and should generate enormous profits once it goes into mass production—which is just as well, because the development costs were exorbitant. The alloy sample must not be intercepted on its way to our lab. Defend the transport and make sure the sample reaches the lab.

This can be a very challenging mission, depending on what you want to accomplish. We used a fast hover AC with a bazooka for destroying normal targets, and heavy CWR-HECTO rockets plus a fast laser blade for heavy targets.



You start out next to the slow-moving transport. Zip ahead, toward the spot marked Locks on the map screenshot. Dispatch several heavy MTs along the way. Avoid their return fire.



At the spot marked Locks is a set of double doors that opens only when the transport catches up to you. Wait for the transport, then go through the double doors when they open. On the other side, a small but tough AC named Grinder attacks. Decide if you're shooting for a high mission grade or a free AC part. If you want a free AC part (CETB-HEX Extension), keep the transport alive. If you want a great mission grade, forget about the transport. It's nearly impossible to get both.



If you want to keep the transport alive, stay in the path of the transport while you fight Grinder. This blocks the transport and keeps it from getting far away. Grinder likes to jet in and beat on you at close range. If you took the CWR-HECTO rockets and a fast laser

Enemy Forces	Unknown
Objective	Escort the transport
Reward	30,000

Operation Name	Razzle Dazzle
Client Name	Crest
Place Name	Crest Research Lab
Start Time	14:30
Security Level	7
Estimated Success Rate	39%
Recommended Raven Rank	C

blade, fight without moving much and repeatedly slam both weapons into Grinder. Don't fire one, then pause and fire the other. Unload with everything at once. You'll take a beating, but survive.



Now catch up with the transport, which has turned left, and get ahead of it. Destroy several more heavy MTs. The mission ends when the transport reaches its destination.



If you want a great mission grade instead of the part, ignore the transport when Grinder appears. Fight a fast-moving, dodging battle and dispatch Grinder with minimal armor loss. Meanwhile, the transport is destroyed by MTs. Don't worry. Go to the disabled transport, pick up the ore sample (●), and proceed to the destination point, destroying any MTs along the way.

MISSION BRIEFING

Plans are under way to enter Crest's central data storage facility and hack into its computers. Unfortunately, the facility boasts a formidable security system. The mission's success depends entirely on disabling this system. Make your way to the heart of the facility and shut it down. Once you've accomplished that, the hackers and their escorts will take care of the rest. Be careful. A false step could be your last.

STRATEGY



Bring an AC with good boost ability on this mission.



Proceed down the hallway to sector S-04. Note the red laser trip wires in here. To get to the other side of this barbell-shaped room without tripping the wires, jet over the floor-level wires and fly low through the narrow part. Blast toward the ceiling as you approach the other side of the room, then land.

NOTE

Avoid the laser trip wires when possible. They activate ceiling and wall cannons. If you do trip the wires, get through a door quickly. The trip wires activate only cannons in the same room, so the next room is safe.

NOTE

Destroy small flying MTs whenever they appear



Open the room's other door to reveal a hall with more wires. Jet over the wires in short hops. Pass under a moving trip wire in the hallway, and make your way to the end. Open another door and enter sector S-10.



Sector S-10 features a small area with trip wires both above and below. Fly through at middle elevation, then drop and open another door. In the next room, vertical trip wires move back and forth. Run through them when they're far apart, and go through another door into sector S-17.

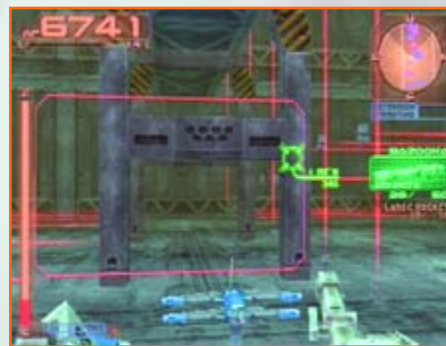
DISABLE SECURITY SYSTEM 27

Enemy Forces	MTs (Unknown Number)
Objective	Disable the security system
Reward	51,000

Operation Name	Cradle Cat
Client Name	Union
Place Name	Data Storage Facility
Start Time	18:30
Security Level	9
Estimated Success Rate	39%
Recommended Raven Rank	C

NOTE

To maintain middle elevation, jet to the desired height and then repeatedly tap **X** instead of holding it down. It takes a little practice. This is one of the trickier sets of wires.



S-17 has a complex web of wires. Avoid them by going straight from the door into the room, until you hit the wall. Turn right. You see a gap where you can jet over the lower wires. Do so. This takes you to the skinny, middle part of the barbell-shaped room. Drive through the rest of the room, avoiding the moving vertical wires.

Take the door into a hall with vertical wires. Two of the wires move. Avoid them. Enter sector S-31. Destroy flying MTs. Jet at middle height through the two sets of wires at left. In each wire set are spots where the wires are spaced slightly wider; aim for those. Proceed through another hallway with vertical wires.

NOTE

The horizontal wires in here are so hard to get through that you may just want to dash through and take the door on the other side.



In sector S-00, you find your target. It's guarded by both horizontal and vertical beams that move back and forth. Watch the pattern for a while, then jet through when the horizontal beams are low and the vertical ones are far apart. Deactivate the target with ● to complete the mission.

NOTE

If you trip a laser wire here, quickly deactivate the target. That shuts down the defenses, saving you from damage.

MISSION BRIEFING

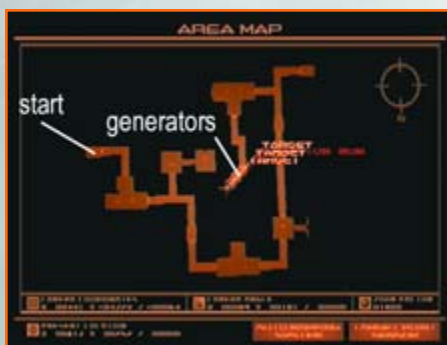
Preparations are under way for a full-scale assault on Crest's data storage facility. The facility is well guarded against intruders. We expect to encounter heavy resistance in the form of both fixed and mobile security systems. Our goal is to neutralize and safeguard the facility for a follow-up investigation. Your objectives are twofold: Destroy the generators that power the security system and eliminate all MT patrols.

We've employed multiple Ravens and plan to attack on two fronts. This mission will be a joint effort between Union and Mirage forces. We expect all participants to carry out their orders. That is all.

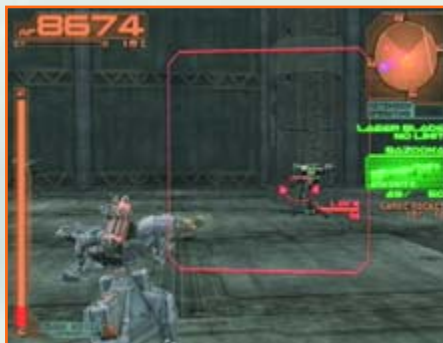
ASSAULT CREST FACILITY 28

Enemy Forces	MTs (Unknown Number)
Objective	Destroy the generators and all enemy forces
Reward	51,000
Operation Name	Power Play
Client Name	Union
Place Name	Data Storage Facility
Start Time	18:30
Security Level	9
Estimated Success Rate	37%
Recommended Raven Rank	C

STRATEGY



You start out in an antechamber. Take a hallway to another room, named sector E-31 (the doors and pillars of every room are labeled).



Destroy several land-based and flying MTs here, then hurry through a door. Follow the corridor a short distance, turn left, and destroy a pair of ceiling cannons. Zip ahead and open the door to sector E-33 (the door is labeled).

NOTE

You hear lots of radio chatter between your controllers and other ACs participating in the raid. Don't worry about it. Do your job.



Destroy several flying MTs and a couple of ground-based MTs in the barbell-shaped room. Return to the corridor and take the path you didn't take before. It leads to sector E-40. Enter sector E-40, destroy an MT, and proceed down another corridor to sector E-41.



In E-41, help friendly AC Flying Fix take down a few MTs. Take the next door and the corridor beyond to sector W-07. Clear out a few MTs here.



Take a door leading to a long ramp leading down to sector S-30. You may receive a message indicating that another AC has taken down the generators. Clear out the areas down here, including the ones in the adjacent room, sector S-31. The mission is complete when you finish off all the MTs down here.

If you are quick, you'll destroy the MTs in S-30 and S-31 and get the message that you're now at the frontline of the attack. If this happens, take the door leading away from S-31, toward sector C-00.



In C-00 are three generators. Blast all three, and the mission is complete.

LATE-GAME MISSIONS

The difficulty level is ramped up in this next set of missions. A few are easy, but some of these missions can be nasty. You can complete a mission without too much difficulty, but it's tough to complete it *well*. Expect to come out of some battles with only a few ragged bits of armor and a bad mission grade. Only reloading the game and repeating the mission—sometimes several times—gives you the experience you need to excel.

MISSION BRIEFING

Irrefutable evidence uncovered by one of our spies points to Union as the group behind recent uprisings. Union has even gone so far as to claim that The Controller is malfunctioning.

It also has come to our attention that Kisaragi is secretly backing these efforts. Clearly, Kisaragi hoped that Union's activities would unbalance us to the point where it could step in and take control. Union's next plot involves a bombing campaign to disrupt the waste disposal network beneath the city. We're deploying our forces to guard likely targets. Your responsibility is to remove any bombs placed in and around the smelting facility. Destroy anyone who gets in the way.

STRATEGY

Take an AC with good boost ability. Bring along one accurate, moderate-strength weapon and one superdestructive, heavy-hitting weapon.



The mission takes place in a small area shaped like a funnel. At the bottom of the funnel is burning magma. Don't fall! Just above the magma are four ledges with doors. You start behind one of the doors. Above the ledges are four conveyor belts. Two bombs are planted on the walls above the conveyor belts. The top level is floored with grating, but you can jet through holes in the grating. Two more bombs are on the top level, one on the side of a central pillar and one high on the outer wall.



You start behind the door of the eastern ledge, with four minutes to complete the mission. Open the door and shoot the two flying MTs you see.

NOTE

If your AC gets dangerously overheated, open the door again and duck back to your start point to cool off.

BOMB DISARMAMENT 29

Enemy Forces ACs x 1, MTs x 4
Objective Disarm all bombs
Reward 30,000

Operation Name Burnt Trash
Client Name Crest
Place Name Smelting Facility
Start Time 12:30
Security Level 3
Estimated Success Rate 35%
Recommended Raven Rank B



Destroying the two MTs triggers the appearance of an AC, Strasbourg. Either ignore him and disable the four bombs, or kill him first. To kill him, either dance around on the four ledges and fire at him, or sink back into your starting alcove and try to lure him in there with you. If he follows you and the door shuts, pound him at close range with your heaviest weapon and your laser blade.

NOTE

Ignoring Strasbourg is easier than killing him, because you don't have much time to fight. It's possible to get the best mission grade (S) without killing him.



Whether or not you kill Strasbourg, collect the two bombs above the conveyor belts. One bomb is on the wall above the southwest belt; the other is above the northwest belt. Jet to each and disarm them by pressing **●** while you're close to the bombs. If either of the remaining two MTs shows up, destroy it. Look up and find a hole in the mesh above you. Jet up through the hole and land on the mesh. Destroy any MTs up here.



The last two bombs are up here. One's stuck to a pillar; one is high on the outer wall. Jet up and disarm both to end the mission.



DESTROY GERM CANISTERS 30

Enemy Forces Unknown
Objective Destroy all germ toxin canisters
Reward 36,000

Operation Name Ballerina
Client Name Kisaragi
Place Name Ruglen Laboratory
Start Time 22:30
Security Level 9
Estimated Success Rate 33%
Recommended Raven Rank B

along the walls. That's a total of six canisters per room, 24 canisters total. Your approach to the mission depends on whether you want a bonus AC part. You get the bonus for destroying at least 20 MTs during the mission.

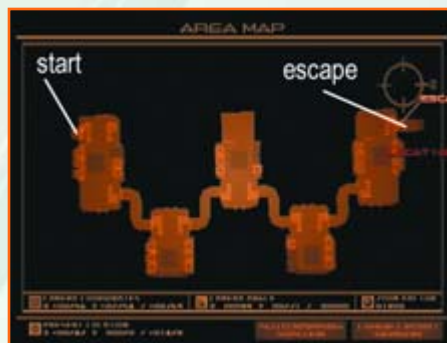
MISSION BRIEFING

Your services are required to resolve a problem concerning Crest's bioengineering lab. The facility is actually a cover for ongoing research into germ warfare. We've learned that the toxin in question is at an early stage of development and can survive only when sealed in protective canisters.

Once fully developed, the toxin will be virtually indestructible. We must act now, while it's vulnerable. Destroy all germ toxin canisters in the facility. We'd also like to cripple the lab's operating capabilities. Destroy whatever you can, but remember that the germ toxin canisters take priority. Once the alarm is triggered, the canisters retract into protective housings and all lab doors are sealed. You must act quickly.

STRATEGY

Take ammo-intensive weapons on this mission such as a sniper rifle, medium missiles, a left-hand howitzer, and an ammo-enhancing back unit instead of the usual, more potent stuff. A sniper rifle fires fast, and you can direct-aim it—both important abilities in this mission.



You start out in one of four main lab rooms. You have five minutes before the canisters get locked down. Each of the four rooms contains two groups of three germ canisters





If you aren't trying for the bonus, run and jet through the level with minimal fighting. Shoot the six canisters in each of the four rooms, and get out. When you've destroyed the canisters in the fourth room, look for the exit area located nearby. Run in to complete the mission.

NOTE

If you're too slow, the lab doors close in sequence, starting with the ones nearest the start area. You can get trapped if you don't move briskly.



If you're gunning for the free AC part, this is a tough mission. You must fight as well as destroy canisters. You need to destroy the majority, but not all, of the guardian MTs. If you take this approach, destroy MTs (not canisters) as soon as you enter each lab room. When the MTs are cleared or mostly cleared from each room, shoot the six canisters and proceed to the next room.

NOTE

If your targeting system gets jammed, look for a small, flying MT that looks vaguely humanoid. This MT doesn't fire at you—it's a jammer unit. Destroy it first. Your targeting systems then come back up, and you can destroy the other MTs in the room much more quickly.



Upon destroying the final canisters, run to the nearby escape point.

MISSION BRIEFING

We'd like you to attack one of Crest's assembly plants. The one we have in mind is fully automated and controlled by a computer deep within it. If the computer is destroyed, the plant ceases to function. Because of recent Union upheavals, Crest's defenses are widely dispersed. This is a perfect opportunity to catch them off guard.

Once the computer is destroyed, vacate the plant immediately. It's quite possible they could react quickly enough to trap you inside. Again, your objective is to bring the plant to a halt, but we will reward you for any additional damage you inflict. You have free rein.

STRATEGY

Take along a laser blade. It's the cheapest way to destroy lots of crates and canisters.



You start out on a descending elevator. Exit the elevator and take a hall, dispatching a few small MTs along the way.

DESTROY COMPUTER 3L

Enemy Forces	Unknown
Objective	Destroy the computer and escape
Reward	42,000
Operation Name	Gatecrasher
Client Name	Mirage
Place Name	Galnat Military Plant
Start Time	21:00
Security Level	7
Estimated Success Rate	33%
Recommended Raven Rank	B



Open a door, look up, and destroy ceiling cannons in the room beyond. Destroy the crates on the floor for bonus points.



Proceed to a cavernous corridor with a high ceiling and lots of flying MTs. Cruise down the corridor, destroying a few MTs along the way, but don't try to destroy all of them. You can't. An endless supply comes down from the ceiling. Take a door at the other end of this area.



Follow a corridor to a small room. Break more crates in here, and move along to another corridor. Take out ceiling cannons along a stretch of this corridor. Proceed through another big area with an endless supply of flying MTs.



In a smaller corridor, take a left and enter a small room with a few MTs and lots of canisters and crates. Wreak havoc in here, then get back to the corridor. A stretch of corridor passes through an area where you see enemies to the left and right, behind numerous bars. Ignore them and keep going.



At the end of the corridor, open a door. You'll see the target computer. Hack it with your laser blade, and then backtrack to your starting point at full speed.



LATE-GAME MISSIONS

ARMORED CORE 3

MISSION BRIEFING

One of our advance teams attacked and destroyed a Union transport helicopter during a scouting mission in sector 615. In a search of the wreckage, the team discovered a data capsule containing intriguing information relating to Union activities.

The scout team only recovered one capsule, but there are others scattered about. Head to the area and find the rest before Union does. So you know, sector 615 is overgrown with thick vegetation and visibility is poor. Keep a sharp lookout, Raven.

RECOVER DATA CAPSULES 32

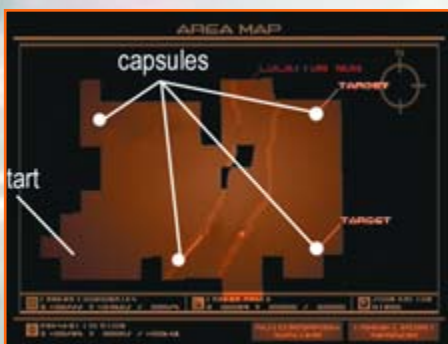
Enemy Forces	Unknown
Objective	Recover all data capsules
Reward	32,000
Operation Name	Shower Bath
Client Name	Crest
Place Name	Conservation Area
Start Time	17:30
Security Level	2
Estimated Success Rate	32%
Recommended Raven Rank	B

STRATEGY

Make sure your AC is quick for this one. Use powerful homing missiles—foliage blocks your line of sight, but it doesn't interfere with missile locks. You can take a consort, but it isn't necessary.

NOTE

Use your radar and targeting system to find your enemies. Don't wait for visual confirmation before firing.



You're dropped in the southwest corner of the rectangular mission area. Your four target capsules lie to the east and north. Get close to all four of them and press ●.



The enemy mainly consists of mid-sized, ground-based MTs. Several emplaced cannons are along the riverside in the eastern part of the map.



You can fight extensively as you proceed to each capsule or go for speed. We recommend destroying whatever is close to you but not going out of your way to fight. Speed is key to your final mission grade.



Above all, don't take too much punishment from the cannons; they hurt you quickly.



When you've tagged the last of the four data capsules, the pilot tells you the weather is preventing your pickup. Hold out for a minute or so and don't look for fights. Jet over to a fairly empty section of the map and destroy any MTs that approach. Soon you're picked up, and the mission ends.



MISSION BRIEFING

After much interrogation, the Union operative that we detained gave us the location of their headquarters. It's in sector 614. Union is the group responsible for plans to overthrow The Controller and other recent acts of subversion. Their activities cannot go unchecked.

Sector 614 is a conservation area lush with vegetation. According to our scouts, Union uses this cover to conceal large gun emplacements. A massive frontal assault would be suicidal. A small, mobile force stands a good chance of entering undetected and taking out the gun emplacements. This will be a dangerous mission.

STRATEGY



Much of what was advised for the Recover Data Capsules mission applies here as well. Take powerful weapons—especially missiles. Also, buy an extension anti-missile system and ECM pods for your AC's inside part, because the enemy MTs all use missiles.

A consort is unnecessary, but if you're gunning to beat this mission *and* the next one (which appears if you clear this mission in under two minutes), try Spartan.



The five target cannons, unfortunately, aren't marked on your in-game map. We've marked them on our map.



Speed is rewarded in this mission. Instead of going slowly and cleaning up as many enemy MTs as possible, move quickly and destroy the cannons as rapidly as possible. All five cannons are by the river. Two are on your starting side, and three are on the far side.

NOTE

You can participate in Distract Union Forces only if you complete this mission in less than two minutes and earn at least an A rating.



DESTROY GUN EMPLACEMENTS 33

Enemy Forces Gun Emplacements x 5, MTs (Unknown Number)
Objective Destroy all gun emplacements
Reward 35,000

Operation Name Fireworks
Client Name Crest
Place Name Conservation Area
Start Time 09:00
Security Level 2
Estimated Success Rate 31%
Recommended Raven Rank B



Destroy targets from afar, and concentrate on those that aren't moving. You can often destroy cannons this way, even if you weren't sure what you were shooting at.



Keep moving, and strafe even when you can't see incoming fire. Be sure that your anti-missile extension is on.

NOTE

To save time, make for the river, destroying one cannon along the way, and then strafe down the river to get the other cannons.

ARMORED CORE 3

MISSION BRIEFING

We've located a Union stronghold in the Alba Moor. Preparations are under way to wipe it out. We'll begin the assault with a barrage of long-range missiles, followed by a massive ground offensive. To succeed, the launch vehicles need time to get into position and unleash their payload. Keep the stronghold's defenses occupied until the launch vehicles are ready to strike. After the missions are launched, our ground forces will take over.

STRATEGY

NOTE

This mission is offered only if you complete Destroy Gun Emplacements in under two minutes, with an A ranking or better.

NOTE

You get the MWG-KARASAWA Arm Unit R if you complete Destroy Gun Emplacements and this mission back to back.



This mission demands a consort. You might get away without having one if you're super-agile and great at dodging, but most players will want one. Use Spartan for the powerful armor.



You're dropped into a rectangular patch of swamp with several MT teammates and your consort, if you took one. A map is useless because there are no distinguishing features. It's all hazy swamp.



Your task is to survive for five minutes. You're attacked by a constant onslaught of ground-based MTs and fighter jets. You can't get them all, so target the closest threats. Stay amongst your MT teammates as much as possible while still moving around. Deploy ECM pods if you have them, and turn on an anti-missile extension if you have it.

DISTRACT UNION DEFENSES 34

Enemy Forces	MTs, Fighter Jets (Unknown Number)
Objective	Occupy the stronghold's defenses
Reward	45,000
Operation Name	Dancing Clown
Client Name	Crest
Place Name	Alba Moor
Start Time	15:00
Security Level	2
Estimated Success Rate	28%
Recommended Raven Rank	B



Destroy the closest jets and MTs. Focus on the jets, because your teammates aren't as good at dealing with those. Keep your MT teammates alive as long as possible—the more targets the enemy has, the better. Strafe constantly, using your jets whenever feasible.



When the five-minute timer expires, an exit point appears at the southern edge of the area. Jet there, strafing at the same time to avoid damage. When you land at the exit point, the mission is complete.

MISSION BRIEFING

Someone is systematically destroying our water-processing facilities in sector 714. Several plants already have suffered heavy damage. We've deployed units to protect the rest, but it isn't enough. We need a Raven to intervene immediately. Take up position at the facility and make sure that no more of the processing plants are damaged. That is all, Raven.

STRATEGY



Take a fast AC with hover legs and an assortment of heavy-hitting weapons. Weak weapons won't get it done. An anti-missile extension is definitely recommended. Select jet fighters as your consort. They're good at taking down enemy helicopters.



As the mission starts, you're facing north, toward a trio of water processors.

NOTE

Immediately turn right so you're facing east. Hop over the water pipeline running along the ground. Then turn around and look down at the pipeline. Beneath it, near the edge of the mission area, is the MWI-DD/20 inside unit. Go collect it.



After collecting the part, jet to the top of one of the processors and target incoming helicopters. Take them down as soon as they are within range. You receive word that an enemy AC, Megalo, has been deployed.



Target Megalo, and fight him down on water level. He's nimble and agile, so concentrate on keeping at medium distance and aiming skillfully. Your fighter jets usually keep enemy helicopters in check while you fight Megalo—assuming that you don't take forever.

DEFEND WATER PROCESSORS 35

Enemy Forces	MTs, Helicopters (Unknown Number)
Objective	Defend the water-processing plants
Reward	24,000
Operation Name	Rumble Fishing
Client Name	Kisaragi
Place Name	Avia Gulf
Start Time	18:30
Security Level	6
Estimated Success Rate	28%
Recommended Raven Rank	B



When Megalo falls, look for additional enemies. Aside from helicopters, you might find a small MT bobbing along the waterline. Destroy it.



When all enemies are destroyed, the mission is a success. If your overall Raven Rank was B or better, you're offered the chance to do the Eliminate the Bombers mission. Move over to the transport and jet up to it. If your overall Raven Rank was less than B, the mission simply ends.

MISSION BRIEFING

Early warning sensors have detected two Crest bombers closing on one of our research labs. Unfortunately, weather conditions around Avalon Hill delayed their detection. We must act immediately if we hope to intercept them. A squadron of fighter planes is flying escort. These are secondary targets; concentrate on the bombers.

ELIMINATE THE BOMBERS 36

Enemy Forces Bombers x 2, Fighter Jets (Unknown Number)
Objective Eliminate the bombers
Reward Unknown

Operation Name Rock Hunt
Client Name Kisaragi
Place Name Avalon Hill
Start Time 05:00
Security Level 1
Estimated Success Rate 27%
Recommended Raven Rank B

STRATEGY

NOTE

You start out in the northeast corner of the map. This mission is only offered if you defeat all enemies (including the AC) and have an overall Raven Rank B or better when starting the Defend Water Processors mission. You collect the KWS-ES/MIRROR Arm Unit L for completing Defend Water Processors and this mission in succession.



A flight of jet fighters is overhead. Target them as they approach. Meanwhile, get toward the southwest quarter of the mission area.



Continue to target jets. When the message "Bomber identified!" appears, bring up your in-mission map and look for it in the southwest. When you locate the bomber, turn directly toward it and start moving.



Destroy the bomber with a quick burst from your best weapon. You won't get a message, but the second bomber is moving in the other direction. Pause the game again, find the second bomber on your in-game map, and jet toward it. You must be fast. You fail if the bombers get too far into the mission area. Don't be fooled into thinking you have lots of time.

NOTE

Destroy fighter jets if they appear squarely in your sights. Otherwise, ignore them. If you took an anti-missile extension, as recommended in the previous mission, be sure it's activated.



Don't use missiles. Powerful, straight-shooting weapons work faster. When both bombers are down, the mission is a success.

MISSION BRIEFING

It appears that the remnants of Kisaragi's forces are gathering at the Gran mining facility. Having them all in one place is preferable to tracking them down individually. We must not let this opportunity pass us by. Our only problem is assembling a force in time to deal a decisive blow. So as not to miss this chance, we've opted to employ a Raven. You will be accompanied by another AC to ensure success.

STRATEGY



Street Enemy, a fellow Raven, comes along on this extremely difficult mission. Use a high-speed, high-ammo right-arm machine gun, medium back-mounted missiles, an extension providing interlocking missiles, and an ammo-boosting back unit. Save the missiles for the enemy AC. You start out in the main room of the mining facility. Street Enemy exits through a nearby door, and tells you to stick around.

NOTE

The interlocking missile extension is vital. You definitely need its extra power.



Destroy all the land-based MTs that arrive through nearby tunnels. You can either fight in the open or sneak into one of the tunnels they emerge from and hide in there, blasting them as they hop around outside. This is a cheap tactic, but the MTs can deal a surprising amount of damage with their missiles, shotguns, and energy blades. When the MTs are all destroyed, Street Enemy tells you to join him. Go through the door he took earlier and into a big room. Take a left, follow the corridor to another big room, and locate an elevator leading down. Take it.

NOTE

If you do fight in the open, be aware that the MTs' missiles fly in a high trajectory. Avoid them by jetting forward, under the missiles' path.



DESTROY KISARAGI FORCES 37

Enemy Forces	MTs (Unknown Number)
Objective	Destroy Kisaragi's forces
Reward	46,000
Operation Name	Roaring Party
Client Name	Crest
Place Name	Gran Mining Facility
Start Time	02:00
Security Level	4
Estimated Success Rate	25%
Recommended Raven Rank	B

Downstairs, Street Enemy is fighting a very durable enemy AC named Claizen. Claizen uses missiles and a high-powered machine gun that will tear you up unless you strafe rapidly back and forth (or jump unexpectedly) to break his lock.

NOTE

Attack Claizen with back-mounted medium missiles and an interlocking missile extension to damage this highly agile foe.



Claizen is incredibly potent, especially at close range. Fight him from mid- to long range, jetting backwards when he gets too close. If you jet far enough away, he goes after Street Enemy instead. Street Enemy may or may not fall. It's a good sign if he does. It means you're maintaining enough distance from Claizen and that he isn't exclusively targeting you.

Blast Claizen with back-mounted missiles and interlocking missiles. When the interlocks are gone, switch back to your high-speed machine gun (if you took one), to finish off Claizen. If you fail, try again with a different weapons set. Carry enough ammo, and be sure your AC is fast enough to get away from Claizen quickly when he settles down to attack. The mission is a success when Claizen falls.

ARMORED CORE 3

MISSION BRIEFING

A contingent of armed units have violated our jurisdiction and entered Trene City by force. We're sending you there to root them out. Trene's normal defense detachment is away on joint training exercises with counterparts from Crest. The invaders obviously took advantage of this. We speculate that the intruders are somehow tied to Crest Industry, but we lack proof. No matter. They will be dealt with as we see fit. We've assigned an AC to work with you on this mission. We'll compensate you based on the number of enemy units each of you destroys.

SECURE TRENE CITY 38

Enemy Forces	MTs (Unknown Number)
Objective	Destroy all enemy forces
Reward	Accomplishment-based

Operation Name	Hardy Dive
Client Name	Mirage
Place Name	Trene City
Start Time	22:00
Security Level	5
Estimated Success Rate	24%
Recommended Raven Rank	B

STRATEGY



You're assigned an AC consort named Fanatic for this mission. We took a high-speed, high-ammo machine gun for this mission. Just about any low-powered, high-ammo weapons work—you don't need power, but you do need to shoot a lot. Missiles are a poor choice because your targets are small and agile.



You're dropped atop a slightly raised area in the middle of a small, square mission site. Stay there. There's no need to go elsewhere, and you can use the tall buildings for protection.



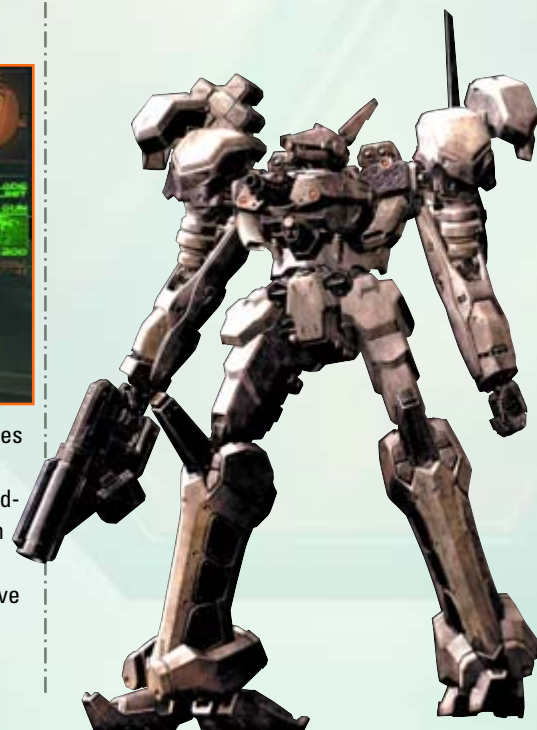
The first wave of enemies—glider-style MTs—attacks immediately. They are fast, fairly durable, and can fight on land or in the sky. Go after the ones on the ground when-ever possible—they're easier to hit. Weave through the buildings to limit the number of enemies that can target you at once.



After you destroy the first wave, word comes of a second. The second wave consists of small, partly cloaked enemies and more gliding MTs. The small enemies tend to stay on the ground and try to get close to you, so they're easy to kill. Destroy the second wave as you did the first, going for maximum possible speed.



When this wave is destroyed, the mission is a success.



MISSION BRIEFING

Raven, we want you to break into Rehito Laboratory and steal the access program Mirage is developing there. Their reckless attempts to manipulate The Controller will not be tolerated. Extensive security measures are in place throughout the lab, so advance with care.

STRATEGY



Don't take missiles on this mission. Take ammo-intensive, non-missile weapons.



You start out in a hallway. Go to the end, open a door, and carefully target a small, flying MT that interferes with your targeting system. When it's gone, enter the room and take out the remaining MTs.

NOTE

Watch out for more of these flying jammers as you proceed through the level.



Proceed to a second room and destroy several ground-based MTs. Beyond, take a corridor to a T-junction. Take the left path.



Follow a long hallway all around the mission area, destroying MTs along the way. The hall turns right several times, and eventually turns into a ramp leading down. Downstairs, you see a message indicating that security in the lab has been increased.

STEAL THE ACCESS PROGRAM 39

Enemy Forces	Unknown
Objective	Steal the access program
Reward	49,000

Operation Name	Double Act
Client Name	Crest
Place Name	Rehito Laboratory

Start Time	14:30
Security Level	9
Estimated Success Rate	22%
Recommended Raven Rank	B



Proceed next door into the computer room. Destroy four ceiling turrets and take the security program by pressing ● near the target. Backtrack toward your starting point. Destroy the MTs that have appeared to block your escape.



Along the way, you encounter blue laser beams. These are not trip wires—they simply deal damage. Jet through them as quickly as possible to minimize damage. Destroy nearby MTs, but don't worry about getting them all. The mission is complete when you return to your start point.

ARMORED CORE 3

MISSION BRIEFING

Our investigation indicates that Crest has placed numerous electromagnetic pulse generators in nearby ventilation ducts. Ever since the pulse generators began operating, one of our facilities adjacent to the ducts has experienced repeated system outages. The devices were supposedly installed to deter Controller forces from entering the ducts. We're doubtful of their effectiveness. Enter the ducts and disable all devices. The electromagnetic pulses they release are harmful, so move quickly.

STRATEGY



Take an AC with decent jet power on this mission.

NOTE

You continually lose armor points in this mission, so haste is essential.



When the mission starts, you're in a hall overlooking a vertical shaft. Drop to the bottom of the shaft and destroy any enemy MTs above you. Then disable one of the four pulse generators. It's on the floor.



Look up slightly, and scan the walls for a door. The door is elevated somewhat from floor level. Jet up and go through it.



Beyond the door is a shaft. Look up and find a ceiling grate. Shoot it out. Then shoot out the rest of the grates above it, and jet up. You find another pulse generator; disable it. Return to the central shaft. Jump up and enter a door higher than the one you were just in.

DISABLE PULSE GENERATORS 40

Enemy Forces	MTs x 6
Objective	Disable all electromagnetic pulse generators
Reward	51,000
Operation Name	Acusector
Client Name	Mirage
Place Name	Ventilation Duct C3-11
Start Time	13:00
Security Level	6
Estimated Success Rate	22%
Recommended Raven Rank	B

NOTE

Use the platforms on one side of the shaft to help your ascent.

Follow the duct and take a left. You find a ramp leading down. The ramp spills out in a lower section of the central shaft. Start hopping the ledges built into the side of the shaft, destroying MTs as you do so. Look for a lower door (but well above the floor).



When you find the door, jet down to it. Beyond it, look for a grate in the ceiling. Shoot out that grate and the ones above it, and fly up to a pulse generator. Disable it.

NOTE



Fly up through a ceiling opening next to the pulse generator. In one of the two dead-ends up here, you find a MEST-MX/CROW extension part.



Return to the central shaft and drop to the bottom. An enemy AC waits down here, and the final pulse generator is lying on the floor. There's no incentive to destroy the AC. Simply deactivate the pulse generator and end the mission.



If you're intent on destroying the AC as well, go after it first, then disable the pulse generator. After a few moments, the mission ends.



END-GAME MISSIONS

You've made it to the last set of missions. These are tough but not unmanageable. You proved that you have what it takes when you completed the last set.

You'll notice a switch from speed to power in our recommended AC designs. These last several missions dish out such a pounding that only a heavy AC gives you enough edge. Still, be true to your own preferences. If another design type works for you, go with it. Our AC suggestions are not meant to be inflexible rules.

MISSION BRIEFING

Mirage forces have launched a full-blown assault on Rizden, Crest's main intelligence hub. The Rizden facility is a vital resource pool and archive for our most closely guarded secrets. All resources housed there are being relocated until the situation can be brought under control. Your mission is to guard the convoy moving materials out. Its safe passage through the battle is of the utmost importance.

STRATEGY



You have a choice of consorts on this mission. Bremen and Trafalgar are both good choices. For yourself, take weapons with good ammo supplies.



Your enemies on this mission are fast, winged MTs and fighter jets. You have three slow transports to protect, and they move slowly

through a deep valley. As the mission starts, collect the AC part mentioned in the note.

NOTE



To collect the MRL-SS/SPHERE Back Unit, immediately jet to the top of the cliff in front of you and move forward. A small cluster of buildings is atop the cliff, to the left. Run around them and find a radar dish. The AC part is on the ground between the radar dish and the buildings.

PROTECT CREST CONVOY 41

Enemy Forces Unknown
Objective Escort the convoy to safety
Reward 42,000

Operation Name Stealthy Steps
Client Name Crest
Place Name Rizden Facility
Start Time 20:00
Security Level 8
Estimated Success Rate 22%
Recommended Raven Rank B



Blast any nearby MTs and then drop back down into the valley, next to the transport units. The rest of the mission is simple to explain but difficult to do well. First, stay near the convoy at all times, to attract fire meant for the transports.



When a winged MT drops to your level, blast it immediately. Use radar to detect the MTs, which show up on your level as red dots.



When there are no MTs on your level, look up at the cliffs and sky. Shoot any MTs on the cliff tops, and gun down jet fighters as well. It's important to get the jet fighters, or they harass you nonstop as the convoy moves forward.



Stay near the transports, but circle continually. This helps you visually locate the enemy. The path has only one fork, and the convoy always goes left. When a transport reaches the destination, you win. Only one transport has to make it. You get a better mission grade—but no special AC part reward—for keeping all three alive.

MISSION BRIEFING

Our software engineers have been putting the finishing touches on a computer program to give us direct access to The Controller. Crest found out about the project, however, and attacked the facility that houses equipment required to run the program. The attack was foiled and the program secured, but our facility was damaged beyond repair. We need an alternate location.

Crest operates a similar facility. We intend, with your help, to capture it for our purposes. Head to the site and disable all radar equipment in the surrounding area. Once the radar is taken out, our main attack force can enter the facility undetected. Good luck.

DISABLE RADAR EQUIPMENT 42

Enemy Forces Unknown
Objective Destroy all radar equipment
Reward 31,000

Operation Name Diamond Dust
Client Name Mirage
Place Name Rizden Facility
Start Time 14:00
Security Level 8
Estimated Success Rate 21%
Recommended Raven Rank B

STRATEGY

You can take a consort on this mission. Valkyrie is a good choice. Equip yourself with a good anti-missile extension. Be sure your AC is mobile, and pack it as you would for the arena, with heavy-hitters and plenty of ammo. Bring a laser blade, too.

NOTE

You don't need a consort to complete this mission, but you'll be glad to have one if you plan to try the special mission offered if you complete this one within 2 minutes, 30 seconds.



When the mission starts, all your targets are to the north. Refer to the map for their exact locations and yours.



Your targets all look like big radar dishes, and they're marked on the map. Don't bother fighting except to blast the occasional MT that gets in your sights. The supply of flying MTs is infinite, and you need to move quickly if you want to reach that secret mission.

ARMORED CORE 3



Drop into the deep valley that snakes through the mission area, and get as close as possible to a target. Then jet out and destroy the radar dish and drop into the valley again. The valley protects you from most of your enemies.

NOTE

After you destroy a radar dish, pause and check your in-game map to get a precise bearing on your next target.



To minimize your exposure to weapons fire, destroy the dishes as quickly as possible. Use flying leaps in conjunction with a laser blade. This usually destroys the target in two clean shots. Target the front or back of the dish, not the stand it rests on. Destroy, in order, the southwest target, south-central, southeast, and then the two northern ones. Missing any costs time.



If you complete the mission within 2 minutes, 30 seconds, you see a marked door near the last dishes you destroyed. Activate it to trigger the special mission.

SPECIAL MISSION 43

Enemy Forces	ACs x 2
Objective	Destroy both ACs
Reward	16,000 bonus (in addition to pay from Disable Radar Equipment)

MISSION BRIEFING

This special mission becomes available if you defeat Disable Radar Equipment in under 2 minutes, 30 seconds. If your time was under that, enter this mission through a door marked Escape Point.

You fight two potent enemy ACs in a two-level arena. The bottom floor has pillars to hide behind; the top floor is a good place for sniping or recovering while your consort does some work.

STRATEGY



This mission is a brutal arena fight against the ACs Back Breaker and Flare. It's two on two if you brought a consort along on Disable Radar Equipment, and two on one if you didn't. Obviously, we recommend a consort! If you followed our advice in Disable Radar Equipment, you brought a fast AC with heavy arena-style weapons and an anti-missile extension. You need them.



Dodge quickly between the pillars, occasionally blasting an enemy with the bazooka. Do your best to avoid Flare's potent missile barages. (Flare is the one with humanoid legs.)



When you get battered, jet up through a hole in the ceiling to the upper level. Snipe from up there, or let your consort do some work and then drop down again.



The keys are constant movement, well-placed shots, and skillful use of pillars to block enemy shots. Know your enemies' positions—and if both have a line on you, get to a spot where they don't. Sitting in the open will get you destroyed in no time flat.

MISSION BRIEFING

Controller forces have attacked sector 422. Our headquarters is based in the area and must be protected. The enemy is advancing in groups of two or three, which is hampering our efforts to drive them back. Our biggest concern is the ventilation duct, where enemy units are bypassing defenses with surprising ease. Head to the ventilation duct and hold them off. Don't let a single unit get by!

STRATEGY

This is another mission that's easy to explain but tricky to do well. Take a light AC with good jetting ability. Use a right-arm laser rifle with lots of ammo. An energy weapon will save you ammo costs and give you a higher mission grade.



You start at the bottom of a big vertical shaft that has a couple of doors on its sides. A small group of two or three flying MTs soon emerge from the lower door and rise toward the ceiling. As soon as you destroy these MTs, another group appears. This continues for some time: Destroy one group; another appears. Sometimes two or three small groups appear instead of just one.



The MTs are spherical floaters, and are invulnerable when they're closed. Only when they pop open to fire at you can they be destroyed.

NOTE

Always shoot MTs that are shooting at you. Never target the others, because they may be closed and thus invulnerable.



The trick to this mission is jetting up the series of platforms along one side of the shaft. Jet up to one of these platforms before destroying the first wave of MTs. When the next group is released, jet up to a platform at their level and destroy them as well.



Stay at this point, looking down over the side as subsequent groups of MTs are released.

DEFEND CREST HQ 44

Enemy Forces	Controller Forces (Unknown Number)
Objective	Destroy all enemy forces
Reward	56,000
Operation Name	Excelsior
Client Name	Crest
Place Name	Ventilation Duct G9-29
Start Time	16:30
Security Level	6
Estimated Success Rate	18%
Recommended Raven Rank	A

Gun them down, starting with the ones firing at you. You can dodge, but be careful not to fall off the platform.



When you've destroyed all the MTs, the mission is a success.



ARMORED CORE 3

MISSION BRIEFING

A massive weapon believed to be under the influence of The Controller made an appearance today. We've never seen anything like it. It's a single unit that is neither AC nor MT, but obviously possessed of great power. The best our forces have managed is to keep it contained and away from the city. The target is sealed off in section 732, an abandoned city district that was submerged when an earthquake shattered its retaining bulkhead. Take care around the water.

STRATEGY

Equip a fast AC with extremely heavy-hitting weapons and hover legs. We used a heavy, solid-shell bazooka. You can take Joker or Ghost along on this mission. Either works.



You appear on a central platform after being dropped into a mostly submerged battle area. The only other features of note are several large, rectangular pieces of metal sticking out of the water. The most useful of these are on the western side of the map.



The KWB-MARS Arm Unit R has fallen to the lower level of the scaffolding you start the mission upon. To get it, drop down to the water and approach the platform's west side. The AC part is on a beam near the waterline.



Your enemy looks like a bizarre mechanical whale. It cruises around the mission area, submerged most of the time. Occasionally it pops up, and then dives again. You cannot damage it while it's underwater. The enemy has three attacks: missiles, small MTs, and fireballs.

DESTROY MASSIVE WEAPON 45

Enemy Forces	Massive Controller Weapon
Objective	Destroy the target
Reward	80,000
Operation Name	Leviathan
Client Name	Mirage
Place Name	Submerged City
Start Time	12:00
Security Level	1
Estimated Success Rate	16%
Recommended Raven Rank	A



Missiles can be launched from above or below the water. They're fired in volleys and deal massive damage if they hit.



The enemy usually launches its small MTs while underwater. The MTs hover like gnats and fire at you, but are mainly a nuisance. Fireballs can only be launched while the enemy is above water and fairly close. These deal massive damage and should be avoided at all costs.

Here's your battle plan: Immediately drop off the platform and hide behind one of the pillars. When the enemy has submerged and moved away, grab the AC part from the west side of the platform (see note).



Move west and establish yourself behind one of the big chunks of metal sticking up from the water.



The rest of the mission is simple: Hide most of the time. When the enemy surfaces, pop out of cover just long enough to fire a shot. Repeat. Keep doing this until the enemy is destroyed. Fire from medium to long range. If you're too close, it's hard to dodge the fireballs. If the enemy closes in, move to another metal chunk.



Don't get greedy. Pop out just far enough to get off a single shot, then retreat to cover. Anything more will likely get you in trouble. When the enemy fires its missiles, hug your cover and make sure it's squarely between you and the missiles. If you aren't close enough to your cover, the missiles can go around it or over it to strike you. Ignore the small flying MTs and concentrate on your main enemy.

MISSION BRIEFING

Disruptions caused by The Controller forces are on the rise. If they continue, we may have no choice but to launch an attack on The Controller.

Unsubstantiated rumors say that a passage somewhere in the heart of the Magna ruins leads directly to The Controller. An advance team has searched the area in vain. We'd like you to take another look. If the passage exists, it may be just what we need. We've hired an escort to provide backup. Please work together.

INVESTIGATE MAGNA RUINS 46

Enemy Forces	Unknown
Objective	Investigate Magna ruins
Reward	55,000

Operation Name	Rook
Client Name	Mirage
Place Name	Magna Ruins
Start Time	23:30
Security Level	1
Estimated Success Rate	13%
Recommended Raven Rank	A

STRATEGY

This is a tough mission that requires you to fight two MTs. We took a super-heavy AC with heavy tread legs, a heavy back-mounted plasma cannon, a heavy right-arm bazooka, an ammo-enhancing back unit, and a left-hand flamethrower.

NOTE

The tread design provides both durability and the ability to fire cannon-style back weapons while moving.



You automatically get Huntress as a consort on this mission. You can also take your choice of MTs as additional backup. Take one.



As you open the door at the start of the mission, a swarm of durable, partly cloaked MTs appears in the main room of the ruins. You're in an antechamber of sorts in the ruins' north end, which is separated from the rest of the ruins by a ramp leading up.

ARMORED CORE 3



Hide to one side of the ramp, and kill only the MTs that come down after you. Let your teammates take care of the rest.



When the last MT is gone, an enemy AC named Fanfare appears. You're in for a shock: Huntress is a traitor. Both ACs now try to kill you. Your only backup is the MT. After you learn you've been betrayed, you're inexplicably teleported to the southern end of the ruins. Overboost back into that northern alcove.



Huntress is either in the alcove already or follows you in. Destroy her as quickly as possible, using bazooka shells and your flamethrower if she gets close. Jump back if she gets *too* close, however, because her laser blade is her best weapon. She falls quickly. Fanfare is likely still in the main part of the ruins. He's a good fighter, using ground missiles and a left-arm howitzer efficiently.



The ruins are a tricky place for an AC to maneuver. Watch your radar and wait until Fanfare gets stuck in a corner or alcove. Then line up a plasma cannon shot. Stay at mid-range if possible, strafing slightly and firing your heavy weapons at him. If you get close enough, give him a steady stream of your flamethrower.



This is a tough fight. Expect to try it several times before you win.



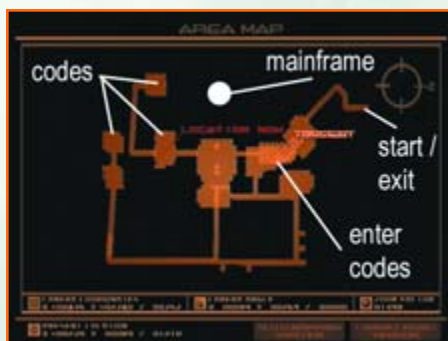
MISSION BRIEFING

Both Crest and Mirage continue to believe that The Controller's functions should be preserved. They refuse to see the warning signs. Our resources are stretched to the limit, but someone must act. The only option left to us is rendering The Controller inoperative.

The Controller's core is stored on a mainframe in Mirage's Rehito Laboratory. Past attempts to retrieve this information have failed. To gain access to the mainframe, retrieve three code keys and then enter them into their respective terminals. Failure is not an option. You must get information detailing the core's location.

STRATEGY

Take a heavy AC for this mission. We used the Trident tread legs, a high-ammo, back-mounted plasma cannon for destroying typical MTs, a CWG-BZ-30 for taking out enemy ACs, and an ammo-enhancing back unit.

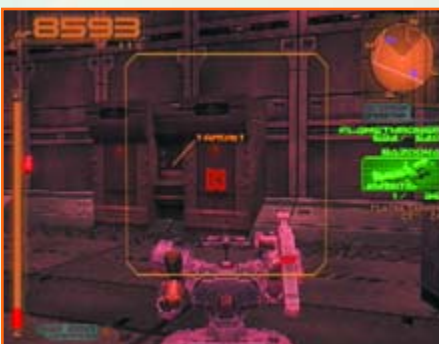


You start in a corridor. Make your way into the lab—the path is linear, with only a couple of dead-end rooms. Use your high-ammo plasma cannon (or similar high-ammo weapon) to eliminate an assortment of land-based MTs along the way.



Eventually you reach a spot in the hallway guarded by damaging blue lasers. You can

get past these without harm by jetting up to the ceiling, then, still jetting, hugging the left wall as you pass through them.



On the other side, go down a ramp and press ● on a computer in a room downstairs to collect the first of three codes.



Return through the spot where the blue lasers were. They're gone now. Just past where the blue lasers were, take the door at left. Go down the ramp. Downstairs are more MTs and two more computers with codes. Get the codes from these computers, taking care to avoid damage from enemy MTs in the process.

INFILTRATE REHITO LAB 47

Enemy Forces Unknown
Objective Retrieve information stored on the mainframe
Reward 52,000

Operation Name Calamity
Client Name Union
Place Name Rehito Laboratory

Start Time 18:30
Security Level 9
Estimated Success Rate 11%
Recommended Raven Rank A



When you have all three codes, look for a downstairs room that holds three side-by-side computer banks. (Your in-game map shows this room.) Press ● on all three computers.



This unlocks a door on the western side of the next room. Take that door to another room, where you see the mainframe. Press ● on the mainframe to collect the data about The Controller. Laine Meyers tells you to get out.

ARMORED CORE 3



Start backtracking. When you reach the large room adjoining the mainframe room, an AC named Nocturne attacks.



Nocturne is dangerous. He carries a potent shotgun for close-range attacks, and uses a howitzer when the shotgun runs out of ammo. Stay at middle range and track him

constantly instead of bobbing and weaving between the room's two fat pillars. As he leaps from side to side, he strikes the walls and come to a halt. Blast him with your bazooka every time he halts.

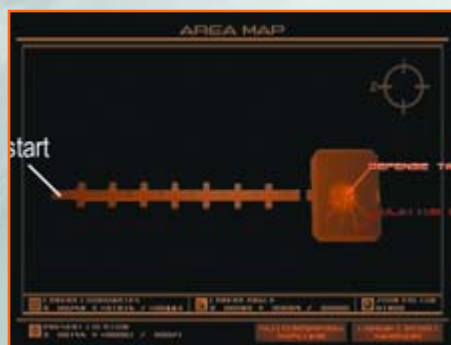
You take a beating, but your heavy armor and superior weaponry should carry the day. When Nocturne falls, make your way to the starting point. You can easily handle a few token MTs in your way. The mission is a success when you reach the original start point.

MISSION BRIEFING

Raven, Controller forces have succeeded in occupying the energy reactor! Their objective is unclear, but if the reactor is destroyed, a chain reaction will cause extensive damage throughout the city. To make matters worse, the facility's security system has been activated. To reach the core, bypass both gun emplacements and energy shields. We're running out of time.

STRATEGY

Use the same heavy AC for this mission used in Infiltrate Rehito Lab.



As the mission starts, you're at one end of a long corridor. The energy reactor is at the other end.



Energy shields are all along the corridor. Running through them results in serious damage. The defense system periodically drops the shields so it can fire a super-damaging blue energy projectile down the corridor. To get down the corridor with minimal damage, try this:



Wait in front of an energy shield. After a short while, you hear a computer announcement and the shield temporarily drops. Run forward, then slide left or right into an alcove.

TIP

On your first move, cruise past the first set of alcoves and get into the next ones.



Wait a moment in the alcove, looking toward the corridor. After the blue projectile shoots past, it's safe to come out.



Emerge and target the ceiling. Shoot the two ceiling cannons in front of the next energy shield. Repeat this process several times.

NOTE

Cannons also are behind you, but if you advance until you're standing close to the next shield, they won't bother you much.



Eventually you come to a single energy shield, and beyond that, the reactor wall. When the shield drops, use your best weapons to blast the center of the wall repeatedly. Destroy it before the blue energy blast hits you, or you lose a significant number of armor points.



After you smash a hole in the wall, you emerge in the central reactor area. An enemy AC in here—a quadruped—is capable of doing significant damage but isn't agile.



Switch to your heaviest weapon and start hammering the AC. With heavy weapons and heavy armor, you should be able to destroy it with relative ease. The mission is a success when the AC is destroyed.

CAUTION

Don't shoot the reactor, whatever you do! You can destroy it if you aren't careful.



MISSION BRIEFING

Our long-range scanners have spotted a massive target moving through sector 720. Given its heading, we believe that a nearby energy reactor is in imminent danger. Unleashing something of this magnitude can only be the work of The Controller. Whatever its intentions, the situation looks grim. But we can't just give in. Whatever it takes, destroy the target!

STRATEGY

Once again, use the heavy AC detailed in the strategy section of Infiltrate Rehito Lab. Any heavy design with lots of ammo and potent weapons will do the job.



The MLB-MOONLIGHT Arm Unit R becomes available if you beat this mission without a consort. Take the best consort you can find, such as Kaiser.



The mission starts in the northwest corner of the mission area. The massive MT floats ominously overhead. Take a moment to collect the booster part described in the note.



Go to the spot your radar display shows as the northwest corner of the mission area—a small area partly enclosed by a hill. The CBT-FLEET Booster is a tiny speck on the ground. Enter the warning area at the mission boundary to collect it.



After collecting the part, make for the big, jagged overhang at the center of the mission area. Fire at the MT as you go, but mainly concentrate on reaching that slanted overhang.

DESTROY MASSIVE MT 49

Enemy Forces: Massive MT
Objective: Destroy the massive MT
Reward: 100,000

Operation Name: Ofanim
Client Name: Union
Place Name: Avalon Hill
Start Time: 16:00
Security Level: 1
Estimated Success Rate: 8%
Recommended Raven Rank: S



The MT fires deadly missiles. Shortly after the mission starts, the MT splits. The larger piece still fires missiles; the smaller piece has cannons.



Keep the overhang between you and the two pieces of MT, popping out only occasionally to fire your heavy weapons. Concentrate on the main missile-firing piece. It's a big target, so keep track of it at all times.



From this point on, the mission is a simple matter of circling and firing. Missiles and other weapons fire hit you periodically, but if you use your cover, you will avoid the bulk of the barrage.



The mission is a success when the MT parts have collectively suffered a great deal of damage.

NOTE

The MCM-MX/002 Core becomes available in the shop when you complete this mission.

MISSION BRIEFING

Analysis of data acquired from Mirage is complete; it revealed the site of The Controller's core. We're sending you in to destroy it. Have we made the right decision? We don't know. We can't say why The Controller malfunctioned in the first place. All we can do now is hope.

STRATEGY

To get through this grueling mission, use the same heavy AC from the last few missions for its durability and wealth of ammo.



At the mission's start, open the door and destroy several floating pop-open MTs. Proceed through the big chamber and through more doors.



You're in a tall vertical chamber. Above you are ledges mounted with motion-sensing cannons.

NOTE

The cannon parts are in the middle of the ledges.

INFILTRATE LAYERED HUB 50

Enemy Forces	Unknown
Objective	Destroy The Controller.
Reward	150,000

Operation Name	Zero Division
Client Name	Union
Place Name	Layered Hub
Start Time	01:00
Security Level	10
Estimated Success Rate	3%
Recommended Raven Rank	S



Destroy as many cannons as you can see from below, then start climbing the chamber by jetting from ledge to ledge. Each time you reach a new ledge, look up and destroy the cannon parts on higher ledges.

ARMORED CORE 3



At the top of the chamber is a door. Jet up to it and go through it. Beyond the door, follow a corridor to a chamber with several fast-firing MTs floating about. Destroy them all. Only the eastern door in this chamber is unlocked. Go through it, then go through a second door and into a hall.



Several ledges jut from the hall's walls and ceiling. Like the earlier ledges, these have motion-sensing cannons. Move slowly down the hall, destroying cannons as you go. When you go through the door at the end of this hallway, the game loads a new area. Your armor and ammo have been replenished when the new area loads.



Proceed through a door and drop onto a huge lift, which starts to descend. As it descends, flying pop-open MTs emerge from doors slightly above you. Shoot them as soon as they appear. Pass through the door at the

bottom and through another door at the end of a corridor. That door leads to a long, columned hallway that gradually slopes up to a locked door.



Two MTs appear. Use the hall columns for cover, popping in and out to blast the MTs.



Use your heaviest-hitting weapons. Stay alert to both, and never let one shoot you from behind while you're occupied with the other one. After you destroy them, take the door at the top of the hallway. You're now in a room dominated by a massive column, inside of which is The Controller.



Loop around the room, looking up. Take out any pillar-mounted cannons you see above you. Avoid the few small, flying MTs, which appear in waves. If you can avoid them or destroy them, you have a brief respite before the next batch appears. Jet onto one of the small lifts

floating up and down in here. Get aboard when the lift is near its lowest point.



Ride up, watching the column, which is marked with a target. When you see the target, start blasting it.



The part you blasted gives way, revealing an emergency generator. Blast the generator.

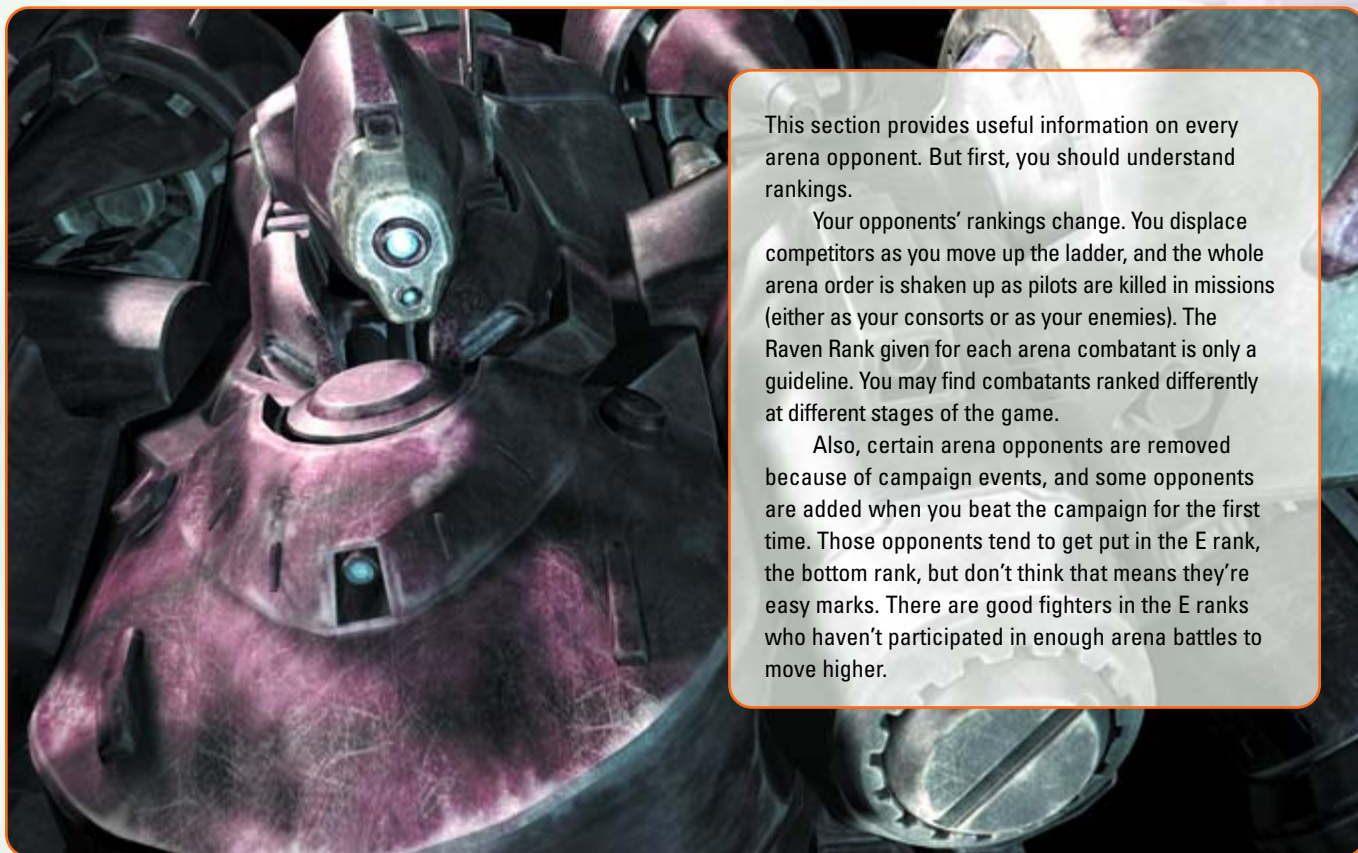


When the generator has been destroyed, you've won the game! Sit back and enjoy the endgame sequence. The trek to victory has been long and hard, even with the help of this guide, so congratulations!

NOTE

Save the game after watching the endgame and the credits. Refer to the Classified Information section for details on the fun stuff you can do after you've defeated the campaign.

ARENA OPPONENTS



This section provides useful information on every arena opponent. But first, you should understand rankings.

Your opponents' rankings change. You displace competitors as you move up the ladder, and the whole arena order is shaken up as pilots are killed in missions (either as your consorts or as your enemies). The Raven Rank given for each arena combatant is only a guideline. You may find combatants ranked differently at different stages of the game.

Also, certain arena opponents are removed because of campaign events, and some opponents are added when you beat the campaign for the first time. Those opponents tend to get put in the E rank, the bottom rank, but don't think that means they're easy marks. There are good fighters in the E ranks who haven't participated in enough arena battles to move higher.

Arena Recommendations

Here are general recommendations to enhance your arena performance.

AC CUSTOMIZATION

We fought most of our battles with a comparatively light AC on MLR-RE/EGA hover legs. This provided excellent mobility and allowed us to dodge most shots. Don't use tank legs in an attempt to get more armor points. An overly slow AC gets hit by everything and soaks up damage like a sponge.

Good arena weapons are the CWG-BZ-30 right-arm bazooka and the CAW-DC-03 weapon arms. We used the weapon arms on most tough battles, setting the fire mode to double. The VREX-F/ND-8 FCS is recommended for all arena battles. The MEST-MX/CROW extension is vital for the toughest fights. Refer to section 9 for details on finding it. While it's active, your enemies usually won't attack. Use that time to pound them into oblivion.

Optional parts that increase turning speed and decrease damage from enemy shots are mandatory. The rest is up to you.

ARENA VENUES

Most battles are easiest in an open area. The arena that's called Arena is your best bet. Open arenas give you room to maneuver and evade shots. A good fighting technique in open arenas is to continually backpedal, quickly strafing left, then right, then left again. This maintains distance from the enemy and allows you to dodge most enemy ordnance.

The toughest enemies are those that are super-agile and aerial. Select Parking Lot for these battles, because that arena prevents them from exploiting their agility and getting too high above you.

Mobile enemies momentarily get stuck on pillars or walls when you fight in Parking Lot or other arenas with obstacles. Watch for those openings to fire—they're the best shots you get. Avoid arenas with poor visibility, such as Tropical Forest, which hurt you more than the enemy.

Arena Opponents

ACE



Ace uses a sniper rifle, a powerful laser blade, a back-mounted chain gun, and a back-mounted grenade launcher. He flies almost nonstop, making him a difficult target.

Rank	1
AC Name	Arcadia
Reward	1,200,000
Armor Points	6
Ammo	6.5
Offense	7
Defense	7
Mobility	6
Raven Rank	A



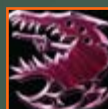
Ace earned the top position after defeating BB, who was long considered the arena's best. Ace strives for perfection. He never lost a match during his rise through the ranks. Even now, he trains rigorously as he awaits the next challenger.

Fight this tough fight in Parking Lot, to keep him from flying too high. Use the CAW-DC-03 weapon arms set to double-fire, and make constant use of a radar-jamming extension. That means trying to stay near him while the extension is on, but avoiding his blade, which he uses while the extension is on.

Fire whenever Ace gets momentarily stuck on a wall or pillar. It may only be a moment here and there, but it happens. When the radar jammer isn't operational, retreat, and put pillars between you and Ace.



BB



BB's potent back-mounted grenade launcher and right-arm bazooka are rounded out by multiple-fire rockets and a laser blade.

Rank	2
AC Name	Tyrant
Reward	700,000
Armor Points	6.5
Ammo	2.5
Offense	7
Defense	7
Mobility	6
Raven Rank	A



Even among the A-ranked Ravens, BB is known as being aggressive. He believes in taking the fight to a high pitch from the get-go, to bring his opponents to their knees. He's not above cheating to accomplish this.

Despite BB's assets, this reverse-jointed AC isn't a problem. Fight him in Arena using the technique of retreating constantly while rapidly strafing from side to side. He's not that durable. A few good shots do him in.

ROYAL MIST



A shotgun, spread-shot howitzer, and multiple missile-firing back units make Royal Mist a well-rounded AC.

Rank	3
AC Name	Kaiser
Reward	500,000
Armor Points	8.5
Ammo	2
Offense	2
Defense	8.5
Mobility	1.5
Raven Rank	A



A rare mission participant, Royal Mist's efforts are directed solely toward improving his standing. The AC he pilots is designed to adapt to changing battle conditions, and it does so effectively. His rivals never get a moment's pause.

Take Royal Mist on in Arena. Use a sensor jammer constantly to foil his missiles, and fight a backpedaling battle with quick side-to-side strafing as you run away. It's a tough but winnable fight.

GRAND CHIEF



Deadly missile weapon arms aside, the most dangerous thing about this AC has to be the Titan missiles on its back. There are only four of them, but they pack such incredible punch that you need to avoid them at all costs. Worse, this tread-mounted AC can fly much longer than it has any right to.

Rank 4
AC Name Hammer
Reward 400,000

Armor Points 8
Ammo 1.5
Offense 9
Defense 7.5
Mobility 5
Raven Rank A



This Raven is a firm believer in a well-armored AC equipped with heavy weaponry. His unit can withstand a great deal of punishment and meshes well with his combat style, which is to bring a daunting amount of firepower to bear as fast as possible.

Fight Grand Chief in Parking Lot. Get close and use a sensor jammer extension while pounding him with heavy weapons. He has a tough time in the confined environment.



FANFARE



Sporting a hand-held rocket launcher, back-mounted rockets, and a spread-shot howitzer, this AC is both deadly and durable.

Rank 5
AC Name Intrepid
Reward 300,000

Armor Points 8
Ammo 2
Offense 6.5
Defense 8.5
Mobility 4.5
Raven Rank A



Fanfare is perfectly happy to wait out his opponents. His AC is built to take whatever they dish out and then some. He wins matches by never panicking, and instead waits patiently until the other pilot slips up. Then he moves in for the kill. The tactic serves him well.

You don't want to take Fanfare's firepower at close range. Fight in Wasteland or somewhere equally open, and stay as far away as possible. Use high-powered weapons, such as the CAW-DC-03 on double-fire mode.

CALLER



Caller's quadruped uses deceptively damaging machine gun arms, and heavy-hitting back-mounted laser cannons. He stays in the air enough to be difficult to hit.

Rank 6
AC Name Harlequin
Reward 150,000

Armor Points 4
Ammo 6.5
Offense 4.5
Defense 5.5
Mobility 7
Raven Rank B

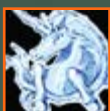


He delights in delivering a dramatic *coup de grâce* at the end of each match and views AC combat as an intricate and deadly art form. Caller is contented when both opponents fight at 100 percent and the battle takes on a life of its own.

Those machine guns can tear you apart in seconds. Fight Caller in Structure or Wasteland, where there's an obstacle or three, but also enough room to maneuver.

ARMORED CORE 3

VALKYRIE



Valkyrie stays in the air most of the time, and uses her sniper rifle or small rockets to pick you apart. She also has Stealth equipment, so you won't always have a clean targeting lock on her.

Rank 7
AC Name Swift
Reward 100,000

Armor Points 4.5
Ammo 5
Offense 4.5
Defense 7
Mobility 3
Raven Rank B



Valkyrie is a highly skilled sniper with rock-steady aim, and once she has acquired her target they rarely escape her withering attacks. Outside of the Arena she's pleasant and friendly, but once a match starts, it's all business.

Fight Valkyrie with potent, straight-shooting weapons in an enclosed arena such as Parking Lot. Use a fast AC with CAW-DC-03 weapon arms, set to double-fire. Fire selectively, but make it count when you do.



NOCTURNE



Nocturne is a beast. He's always in the air, his rockets deal good damage at long range, his shotgun is a good mid-range weapon, and he's aggressive with his blade.

Rank 8
AC Name Zine
Reward 80,000

Armor Points 6
Ammo 3.5
Offense 4
Defense 7
Mobility 6
Raven Rank B



Nocturne prefers close-range combat and is adept with the blade. A favorite tactic makes use of his core's overboost function to gain ground on an opponent. Then he unleashes his fury. He is quick to anger, especially if struck by another's blade. Your only chance is a mobile AC, heavy weapons such as the CAW-DC-03 weapon arms set to double-fire, and excellent aim.

Don't let him get too close! Fight him in Structure, where the ceiling limits his jetting, and he occasionally gets snagged on obstacles long enough for a clean shot.

FLYING FIX



Flying Fix's flamethrower is for close-range combat; the back-mounted slug guns are for mid-range.

Rank 9
AC Name Flag
Reward 60,000

Armor Points 9
Ammo 9
Offense 1
Defense 9.5
Mobility 5
Raven Rank B



Having spent a number of years as an AC mechanic, Flying Fix finally decided that the time had come to pilot her own. She's familiar with the dangers of Arena combat, so she operates a heavily armored AC and prefers to fight from mid-range.

Use an agile AC, fight in an open arena, and quickly retreat when this enemy charges. This ensures that you mainly face the slug guns, which aren't as damaging as the alternatives.

CYPRESS



This highly mobile hover-legged AC can fly for a long time, fires a hand gun, and is an aggressive laser blade striker.

Rank 10
AC Name Shade
Reward 50,000

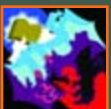
Armor Points 7
Ammo 10
Offense 2
Defense 7.5
Mobility 8
Raven Rank B



Steadfast in his belief that The Controller must be preserved, Cypress pays his respects before every match. His AC is an amalgamation of Crest equipment, well-balanced and suited to a variety of combat styles.

Fight in a close arena like Parking Lot, but take an agile AC to keep him in view and avoid laser blade strikes. Take a top-of-the-line laser blade to counter him when he gets too close.

FAUST



This AC is agile, and flies often. It fires a light bazooka, which is powerful enough for its purposes, and occasionally shoots missiles.

Rank 11
AC Name Magus
Reward 47,000

Armor Points 5.5
Ammo 2
Offense 4.5
Defense 6.5
Mobility 6.5
Raven Rank C



Nicknamed The Sorcerer, Faust has an unsettling habit of disappearing into thin air after combat. He prefers to launch attacks while airborne and, though his AC may look delicate, opponents underestimate it at their own peril.

Fight Faust in an open arena with a fast AC, but stay relatively close so you can hit easily. Use rapid back-and-forth strafing techniques, and always keep him in front of you. Attack when he's on the ground.

IMPULSE



This colossus carries extra-damaging rockets, average-power missiles, a left-arm howitzer, and a right arm close-combat blade.

Rank 12
AC Name Stallion
Reward 44,000

Armor Points 8
Ammo 1.5
Offense 9
Defense 8
Mobility 5
Raven Rank C



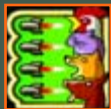
A young pilot often referred to as Arena's Breeze, Impulse's most cherished possession is a white-gold belt buckle that belonged to his father, also a Raven. His close-in combat style emulates his father's and he is well liked by older spectators.

Fight Impulse with an agile AC in an open arena, and continually retreat as you strafe. This encourages him to use his missiles—his least formidable weapon.



ARMORED CORE 3

BREMEN



Bremen features arm missile launchers and back missile launchers. If there's anything you can expect from him, its volley upon volley of missiles—and that will tear you up quickly if you're outside.

Rank 13
AC Name Multi Box
Reward 41,000

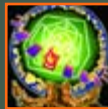
Armor Points 4.5
Ammo 3
Offense 3.5
Defense 6
Mobility 2
Raven Rank C



With a full complement of missile launchers, this AC was built specifically for long-range combat. Its pilot hates close contact, and prefers to strike from a distance. Most consider Bremen a coward, and he is known to have a heavy trigger finger.

Fight Bremen in an enclosed arena such as Parking Lot, and use columns to hide from the worst of the missiles. Pop out for quick shots, then retreat to cover.

MIDAS



This AC bristles with heavy weapons, like back-mounted plasma cannon and right-arm grenade launcher. She's also slow. She tries to hop around, but her tread legs aren't up for much of it.

Rank 15
AC Name Semilat
Reward 35,000

Armor Points 8.5
Ammo 2
Offense 8
Defense 9
Mobility 2.5
Raven Rank C



Midas was named after the legendary king who turned everything that he touched into gold, and she refers to her AC's close-range cannons as the King's Right Hand. In this case, what they touch turns to scrap, not gold. She and Barchetta were close once.

Take a mobile AC, and fight at the longest possible range. Dodge as much of the plasma as you can, and fire back with potent weapons.

FANATIC



This AC's combination of machine gun and back-mounted slug gun is comparatively ineffective.

Rank 14
AC Name Red Eye
Reward 38,000

Armor Points 7
Ammo 9
Offense 1
Defense 7
Mobility 3
Raven Rank C



With her icy one-eyed stare and distinct red eye patch, this AC's pilot makes quite a first impression. She never works alone when taking on mission assignments. While not a superb pilot, her skill level can safely be rated as above average.

Fanatic is fairly mobile, but she isn't the best at dodging. A standard light AC fighting in an open arena works against her nicely.

STREET ENEMY



Street Enemy wields a rifle, rockets, missiles, and a laser blade—a wide array of weapons. None are very potent, but he likes to fly and dance around.

Rank 16
AC Name Static Man
Reward 33,000

Armor Points 6
Ammo 4.5
Offense 4
Defense 7.5
Mobility 6
Raven Rank C



Discontented with his impoverished upbringing, this pilot immersed himself in the criminal underworld, eventually rising to a position of wealth. He accepts missions based solely on their monetary value, and greed rules his every waking hour.

The best solution for Street Enemy is a fight in an enclosed arena. A super-heavy AC isn't necessary—just one with heavy weapons.



TROOPER



Trooper pilots a fast quadruped with a pulse rifle, laser blade, and back-mounted grenade launcher.

Rank 17
AC Name Viper
Reward 30,000

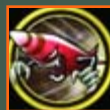
Armor Points 7
Ammo 3
Offense 5
Defense 7
Mobility 7
Raven Rank C



Using his AC's mobility to great effect, Trooper runs rings around opponents, patiently waiting for an opportunity to strike. He also worries constantly about his daughter, who ran away hoping to become a mercenary herself.

Trooper's pulse rifle deals good damage and he's fast, but he's not as tricky to hit as some similarly configured ACs. Avoid the grenades from the back weapon whenever possible. If you're having trouble winning with a light AC in an open arena, go heavy in an enclosed arena. His AC can't take the punishment.

HOSTILE



Hostile uses missile arms and multiple-launch, back-mounted rockets.

Rank 18
AC Name Atomic Pod
Reward 30,000

Armor Points 3
Ammo 2
Offense 4
Defense 5
Mobility 8
Raven Rank C

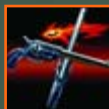


Short-tempered and headstrong, Hostile rushes into battle with weapons blazing in the hope of claiming quick, decisive victories. This lack of restraint carries over to all aspects of his life. His tendency to blast right toward you assures that he scores early damage, but it also means he won't avoid many of your shots. Pick an open arena and keep shooting.



ARMORED CORE 3

TRAFALGAR



Trafalgar is armed with a shotgun and spread-shot howitzer for mid-range combat. He has rockets for long-range fights.

Rank 19
AC Name D. Trigger
Reward 27,000

Armor Points 7
Ammo 4
Offense 2
Defense 8
Mobility 1.5
Raven Rank C



He joined the Arena with a single purpose: find the Raven who betrayed him and mete out his own brand of justice. The plan was set in motion shortly after learning that his quarry had a new identity and had retreated to the sanctuary of the arena.

Trafalgar has a hopping, strafing combat style that makes him difficult to hit. Select an enclosed arena such as Parking Lot, and a heavy AC that can pack ultra-heavy weapons. In other words, fight him his way—but with more armor and bigger guns.

MILKY WAY



A small handgun and lots of small, back-mounted missiles are this AC's hallmark.

Rank 20
AC Name Niche
Reward 25,000

Armor Points 5
Ammo 5
Offense 3.5
Defense 7
Mobility 3
Raven Rank C



Striking good looks and phenomenal combat skill have earned her a fan base rivaling that of any other Arena pilot. She values their encouragement, and repays them with memorable performances every time she steps into the arena.

Her weapons are small, but Milky Way is so agile that she'll pick you apart in an open arena. Fight her in an enclosed arena such as Parking Lot, where you can cramp her agile style and pound her with heavier weapons.

BAD BRAIN



Small missiles, vertical missiles, and a flamethrower are this AC's most prominent weapons.

Rank 21
AC Name Pincer
Reward 23,000

Armor Points 6.5
Ammo 9.5
Offense 6
Defense 7.5
Mobility 2
Raven Rank C



Prefers using flamethrowers and napalm to ravage an opponent's AC. One of his favorite plays is to lull unsuspecting pilots into believing he's made a fatal error. They realize too late that they've been set up.

Use a fast AC and stay at medium to long range. Don't get close, where the flamethrower is a beast. Fire and dodge constantly. You'll get tagged by the vertical missiles, but probably not frequently enough to be of real concern.



SHADOW AGE



Shadow Age's armament consists of a blade and straight-shooting rockets.

Rank 22
AC Name Grinder
Reward 21,000

Armor Points 8
Ammo 3
Offense 4
Defense 8
Mobility 5.5
Raven Rank C

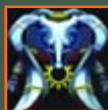


A close-range combatant, Shadow Age disregards all damage inflicted on his AC as he blindly rushes the enemy. More often than not, his opponents falter just long enough to seal their fate. Most pilots go out of their way to avoid Grinder.

This pilot stays mostly on the ground, but is capable of the occasional lightning-quick, jet-powered strafe. Take a fast AC and cruise backwards while fighting, throwing in tight side-to-side strafing to avoid the rockets. You can avoid almost all damage this way.



OX



This quadruped has potent bazooka weapon arms.

Rank 23
AC Name Parthenon
Reward 19,000

Armor Points 7.5
Ammo 1.5
Offense 2
Defense 6
Mobility 3
Raven Rank C



An itchy trigger finger, limited ammo reserves, and target acquisition issues leave most wondering how this pilot ever got as far as he has. He's made improvements to his AC's ammunition stores, but the underlying problems remain.

OX tends to stay on the ground instead of flying, and strafes rather than constantly advancing. A light AC that strafes in an open arena can avoid the vast majority of its shots.

BARCHETTA



This guy can be tough. He's slow and not terribly mobile, but he always advances and his weapon arms pack incredible punch.

Rank 24
AC Name Karma
Reward 17,000

Armor Points 7.5
Ammo 1
Offense 10
Defense 7
Mobility 5
Raven Rank C



The polish and grace of his combat style make him wildly popular with the Arena's female fans. He and Midas were close once, but grew apart after her Arena career took off. Whenever her name is mentioned, he ruminates about days gone by.

Take out Barchetta with a mobile AC, in the Arena venue. Strafe constantly, and add a jet-powered punch to the strafe each time you see his weapon fire. This avoids many of his shots. Alternatively, pick an arena with a big upstairs area (such as Abandoned Factory) and snipe him from above.



THUNDER HOUSE



Thunder House is very dangerous. He sports a huge linear cannon with only 10 shots—but those shots hurt! The rest of the time he uses a rifle accurately.

Rank 25
AC Name Battlefield
Reward 16,000

Armor Points 3.5
Ammo 4
Offense 8
Defense 7
Mobility 7
Raven Rank C



He takes great pleasure in using his AC's linear cannon to demolish those who challenge him. When unleashed, the weapon rains down damage and peals of thunder echo across the Arena. He's made rapid advances, but many still question his skill.

Beat him in Abandoned Factory with a mobile AC. Dance around and avoid the cannon (watch for blue electrical bolts) until he switches to the rifle, then fight a close- to mid-range circling battle, pounding him with a heavy bazooka. He's comparatively fragile, so if you can avoid most of those cannon shots, you've got a good chance.

COMEBACK



This nimble hover-equipped AC with a handheld rocket launcher and missiles is tough.

Rank 26
AC Name Joker
Reward 15,000

Armor Points 6
Ammo 3
Offense 5
Defense 7
Mobility 8
Raven Rank D



A slow starter, it's not often that Comeback finds his rhythm before the tide turns against him. But every now and then something clicks, and he's able to regain lost ground. He's earned a loyal following by keeping spectators on edge.

Use back-mounted missiles and extension missiles, then finish him off from mid- to long range with a sniper rifle. Choose an open arena for this. Alternatively, go with a heavy AC in an enclosed arena, and pound Comeback with heavy weapons at close quarters.

CLAIZEN



Claizen is a tough customer. He likes to fire energy waves from his special energy wave left-arm blade, and alternate them with machine gun fire or straight-shooting rockets.

Rank 27
AC Name Insomnia
Reward 14,500

Armor Points 7.5
Ammo 9
Offense 3.5
Defense 8
Mobility 5
Raven Rank D



Born in the working-class slums, Claizen recently lost everything when his city sector was deemed unfit for habitation. He typifies the average, blue-collar citizen trying to eke out a living under corporate oppression.

Take a maneuverable AC with medium-sized, back-mounted missiles and a pursuit missile extension, plus a machine gun arm unit. Fight in an open arena and use the missiles until the extensions are dry, and then finish him with the machine gun.

BISON



A tough pilot, Bison gets a lot of mileage out of charging in to mid- or close range and firing his machine gun. He'll shoot missiles if he's stuck at a distance.

Rank 28
AC Name Gauntlet
Reward 14,000

Armor Points 9.5
Ammo 5.5
Offense 1.5
Defense 10
Mobility 5
Raven Rank D



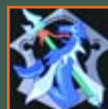
Bison is known for spectacular overboost charges accompanied by constant volleys from both arm weapons. The pursuit missiles mounted on the back of his AC serve him well. Some claim he is just lucky; his actions prove otherwise.

Take your maneuverable AC and maintain as much distance as possible—it's tough to get away completely. If you run low on ammo, charge in for a laser blade kill. Bison's weapons aren't geared for a short-range fight.





FRAGILE



Fragile pilots a quadruped with pulse cannons and standard rifle.

Rank 30
AC Name Night Flyer
Reward 12,000

Armor Points 5
Ammo 7
Offense 4
Defense 7
Mobility 4
Raven Rank D



SWEET SWEEPER



This AC features energy-based weapon arms and small tracking missiles. It hops as it strafes from side to side.

Rank 29
AC Name Varna
Reward 13,000

Armor Points 3.5
Ammo 2
Offense 4
Defense 5
Mobility 7.5
Raven Rank D



He relies on fancy footwork and precision fire. Meshing Sweet Sweeper's combat style with a lightweight AC was a no-brainer, but its lack of armor plating has cost him many battles. He trains constantly to compensate.

If you're disciplined about firing only after he's hit the ground, the usual light AC with heavy bazooka works great. Fight at a closer range than usual, because he can dodge effectively if he's farther away.

This AC unit is designed to be as light and maneuverable as possible. The pilot takes great pride in his ability to keep opponents off balance. Regrettably, the AC has serious part conflicts and as a result, suffers energy consumption problems.

Beat Fragile with long-range strafing. Avoid shooting while Fragile is in flight. Instead, fire during one of his prolonged breaks from the air.





HARD EDGE



Hard Edge does a fair amount of flying. He attacks with missiles if you maintain long range, or a machine gun if you get closer.

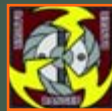
Rank 31
AC Name Revival
Reward 11,000

Armor Points 5.5
Ammo 7.5
Offense 2.5
Defense 7.5
Mobility 7.5
Raven Rank D



Hard Edge is a pilot of exceptional skill, but he's very much in need of a few lucky breaks. The fights he's won aren't enough to pay for upgrades. Still, the tough losses are only making him a better pilot. He'll do fine once his luck turns. Take the usual light AC and anti-missile extension, and avoid the worst of his damage by strafing at medium-long range.

FLARE-UP



Flare-Up has a very missile-intensive AC. He likes to stay at medium range and launch volley after volley of extremely damaging missiles at you.

Rank 32
AC Name Dynamo
Reward 10,000

Armor Points 7
Ammo 1.5
Offense 1
Defense 7
Mobility 5
Raven Rank D



His combat style is simple, integrating basic strategies and a single weapon type. He prefers to equip his AC with weapon arms and is adept at forcing opponents to follow his pace. His tactics are predictable, but sound.

Buy a good missile defense extension, and activate it immediately! Beyond that, take a mobile AC and pick a wide-open arena. Fight at sufficient range that you can dodge the missiles by changing your strafe direction at the last second.



DORAL



Included in his AC's arsenal is a mine dispenser for setting traps and a machine gun to keep the pressure on. Doral typically starts a fight firing his machine gun, then switches to occasional rockets. He also tosses down mines if you're close.

Rank 33
AC Name Crossback
Reward 9,500

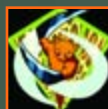
Armor Points 3.5
Ammo 7.5
Offense 1.5
Defense 7
Mobility 3.5
Raven Rank D



He whittles down opponents using his AC's wide array of weapons in combination with effective hit-and-run tactics. Use a mobile AC design that can maintain mid- to long range, where it's easy to avoid sustained machine gun damage by strafing one way, then the other. Aim carefully and pick your shots, and don't get within close range.



SUBURBAN KING



This AC design features a shotgun and a howitzer, both of which are close-range powerhouses.

Rank 34
AC Name Ghost
Reward 9,000

Armor Points 6
Ammo 3
Offense 4
Defense 7
Mobility 8
Raven Rank D



Quick on his feet, this pilot takes full advantage of the speed and handling provided by his AC's hovering ability to set an exhausting battle tempo. His short-range shotgun produces damage far greater than most expect.

Stick to an open arena and take a fast AC. Keep your distance at all costs. Continually strafe while moving backwards, firing your heavy weapons. Suburban King zooms close, then falls back again. He tags you with his shotgun, but your heavier weapons prevail.

YELLOW BOAT



Her AC is designed for looks and the random part layout makes it hard to anticipate her moves.

Rank 35
AC Name Apathy
Reward 8,500

Armor Points 7.5
Ammo 2
Offense 6
Defense 7
Mobility 5.5
Raven Rank D



Yellow Boat is an optimist. Her combat strategy incorporates very little in the way of proven tactics and she relies almost solely on luck to best the competition.

Take a fast AC, stay at long range in an open arena, and pick this AC to shreds. She uses her cannon, or possibly a light bazooka, but lacks mobility. Your shots find their way home, and the battle is over quickly.



ASTER



The sniper rifle Aster equips was chosen for speed, not range. He uses it only when a target is locked and the hit assured. This small AC tends to strafe quickly but not fly.

Rank 36
AC Name Megalo
Reward 8,000

Armor Points 5.5
Ammo 5
Offense 5
Defense 7
Mobility 4.5
Raven Rank D



Aster excels at both close and mid-range battles, taking advantage of his AC's mobility to keep opponents off balance. Stay away from Aster with a light AC, and avoid its sniper rifle shots. Meanwhile, it's not tough to hit Aster with return fire, preferably from a heavy bazooka. You should have an easy time of it.



FIXER



This Raven likes to strafe at close range while jumping. The effect is that of a very bouncy AC.

Rank 38
AC Name Einhandler
Reward 7,000

Armor Points 8
Ammo 3
Offense 5
Defense 8
Mobility 2
Raven Rank D



Fixer's innate understanding of AC warfare tactics and strategies surpasses that of any other pilot, but his record is surprisingly inconsistent. Were he to apply himself, most believe he would rank among the Arena's best.

Take a heavy AC design and strafe along with Fixer, taking a shot every time he hits the ground after a jump. Concentrate on smooth tracking and aiming. He hurts you with his hand gun attacks, but you prevail if you're accurate.

CHAIN IMPACT



This pilot and his quadruped AC like to repeatedly jet into the air and fire a machine gun burst.

Rank 37
AC Name Valiant
Reward 7,500

Armor Points 3
Ammo 10
Offense 1
Defense 6
Mobility 7.5
Raven Rank D

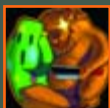


Set in his ways, Chain Impact equips only high-speed, solid-shell weapons. There is nothing fancy with regard to his combat style, but if he is able to draw a bead on an opponent and hold it, his foe is in trouble. You'll have great success using a mobile AC, keeping your distance and strafing, then pelting Chain Impact as he comes down to the ground.





BACK BREAKER



This AC is notable for its endurance and lack of mobility. The pilot hangs back and pelts you from long range, using energy-based weapons.

Rank 39
AC Name Castor
Reward 6,500

Armor Points 7
Ammo 7
Offense 4.5
Defense 8
Mobility 2
Raven Rank D



A prudent pilot, Back Breaker's goal in each battle is to get behind his foe and gain the upper hand. Unfortunately, this tactic requires mobility, which conflicts with his preference for tread-based leg parts. Unwilling to change his design, he struggles to advance. Take a highly mobile design and dance back and forth from a distance, responding with long-range weapons, or use super-heavy weapons with a heavy AC design and out-pound him.

PYLON



Piloting technique makes up for the shortcomings of Pylon's AC.

Rank 40
AC Name Tower of Wind
Reward 6,000

Armor Points 5.5
Ammo 3
Offense 3
Defense 6.5
Mobility 6
Raven Rank D



This Raven, a rather unusual character, is afraid of heights, and it is only when he's piloting an AC that the fear is suppressed. Once strapped in, he is a skilled aerial combatant. Take a heavy AC, choose an open arena, and pound this Raven with a heavy bazooka. It's easy to maintain mid-range, and the pilot won't throw much at you. He hops and strafes, but his movements are predictable.



TWINHEAD-W



Twinhead-W is tough. He alternates unimpressive pulse rifle shots with brutal, deadly missile volleys.

Rank 41
AC Name Animal
Reward 5,500

Armor Points 7
Ammo 2.5
Offense 1.5
Defense 7
Mobility 3.5
Raven Rank E



The younger brother of Twinhead-B is often accompanied by his sister when participating in missions. His role in this deadly duo is as a closer, stepping in at the last moment to finish the job. He enjoys combat and shows a lot of potential. Fight somewhere small and enclosed and stay at close range, where he tends to favor his pulse rifle over his missiles. If you choose to fight at range, invest in an anti-missile extension!



VICE



Vice likes to fight at close range and pelt you with shotgun blasts.

Rank 42
AC Name Firefly
Reward 5,000

Armor Points 8
Ammo 3
Offense 2
Defense 9
Mobility 5
Raven Rank E



Vice has no defining traits in either his AC setup or combat style, but he pilots a well-rounded unit and adapts easily to various battlefield conditions. His fights are usually uneventful, but once in awhile he puts on a good show.

Fight in an open area with few obstacles. Backpedal continually as you attack with a heavy bazooka or cannon. Use the jets to move backwards even faster when necessary, and strafe slightly to avoid incoming shots. If you keep your distance, this fight is easy.

GAIDOZ



Gaidoz likes to hop vertically and fire missiles.

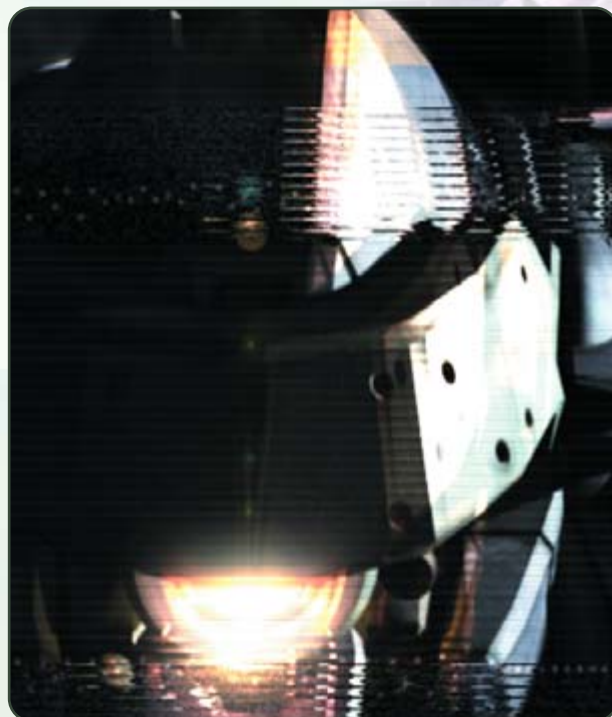
Rank 43
AC Name Guernica
Reward 4,500

Armor Points 4.5
Ammo 4
Offense 1.5
Defense 5.5
Mobility 3
Raven Rank E



Gaidoz relies heavily on his AC's weapon arms to carry him to victory. He is flashy—a bit over the top—and popular. Many feel that his limited repertoire is best suited for combat with members of the Arena's lower echelon and doesn't cut it at higher levels.

Pick a small arena and hammer this opponent with a heavy cannon or bazooka. An AC body with anti-missile capabilities is nice, such as the CCM-00-ST0, which you start with. Maintain middle range, and try to fire after Gaidoz has landed from one of his jet-assisted hops.



CASCADE



Cascade jets back and forth, pelting you with small weapons fire the whole time.

Rank 44
AC Name Signal
Reward 4,000

Armor Points 8
Ammo 5
Offense 3
Defense 8.5
Mobility 5
Raven Rank E



A former street racer, Cascade savors the rush when he turns on his AC's overboost function. He's rarely stationary at any point during combat, instead constantly jetting around the arena. He is quick to abandon battles if he feels outmatched.

Pick a fairly enclosed arena such as Abandoned Factory for this fight. Also, look into buying the CWG-BZ-30 right-arm bazooka. It's a weapon with great power and good ammo supply, and will serve you well in many subsequent arena fights.

SNAKEWOOD



Snakewood's AC lacks offensive strength, so his fights can be long drawn-out affairs.

Rank	45
AC Name	Gateway
Reward	3,500
Armor Points	7.5
Ammo	2
Offense	2
Defense	8
Mobility	2.5
Raven Rank	E



Snakewood avoids being pulled into risky close-range battles, and for the most part engages only when a comfortable buffer exists between him and his opponent.

Pick a big area with obstacles, such as Abandoned Factory. Load up on tough long-range weapons—perhaps the MWG-SRF/60 sniper rifle. Fight at long range, but stick close to a wall or pillar, and do your best to avoid the missiles Snakewood fires. Consistently plink him with the rifle and avoid his missiles.



TWINHEAD-B



Twinhead-B is a middling fighter.

Rank	46
AC Name	Patriot
Reward	3,000

Armor Points	3.5
Ammo	5
Offense	3
Defense	7
Mobility	3.5
Raven Rank	E



Twinhead-W's older sister usually fights alongside her brother in the role of main attack element, diverting attention from him. Their difference in rank ruffles her feathers a bit. Use a potent sniper rifle in an open area (Arena, Abandoned Factory) and maintain mid- to long range, dodging occasionally. Concentrate on accuracy. The fight won't be tough.

STRASBOURG



Strasbourg sometimes gets so caught up in the action that he stops and fires blind. He likes to use a machine gun.

Rank 47
AC Name Volcano
Reward 2,500

Armor Points 5.5
Ammo 10
Offense 3
Defense 6.5
Mobility 4
Raven Rank E



A true hothead, all Strasbourg can think about when an opponent is in his sights is to engage. He has no respect for those afraid to take a beating. Equip heavy weapons and fight at range. Make his machine gun ineffective by continual strafing, occasionally dodging in the opposite direction to break his lock. Hammer away with missiles or a heavy rifle-type weapon.



WAKE UP



There is no doubt that Wake Up still struggles in the aftermath of trauma. Most wonder if he can bounce back.

Rank 48
AC Name Echo Head
Reward 2,000

Armor Points 6
Ammo 3
Offense 2
Defense 6
Mobility 7
Raven Rank E



Once an Arena pilot of great skill, Wake Up has had nothing but losses since suffering a traumatic event. He claims to have put it behind him. Sell the back unit you won in the fight with Adieu, and your other back-mounted missile launcher. Also sell your left-arm laser blade. Then either buy the potent KLB-TLS/SOL laser blade or a powerful sniper rifle, and equip it for this fight. Choose a small area such as Arena if you use the blade or a big, open area if you use the rifle, and fight at the appropriate range.

ADIEU



This is your first Arena foe. He's slow and packs very little punch.

Rank	49
AC Name	Sky Dancer
Reward	1,500
Armor Points	7.5
Ammo	4
Offense	1
Defense	8
Mobility	5.5
Raven Rank	E



Adieu has little experience, and it is painfully evident in every respect. His AC is poorly equipped, and would stand almost no chance at the Arena's higher levels. He's garnered a small fan base given his willingness to try, but harsh lessons await. No modifications are needed for this battle. Just take your default Mech and fight in the Arena. Blast with your rifle, then charge in close and hack away with your laser blade.



BRASS



Brass pilots a machine-gunning quadruped. It's not very nimble, and doesn't fly much.

Rank	50
AC Name	Cool Head
Reward	1,500
Armor Points	5.5
Ammo	10
Offense	0.5
Defense	7.5
Mobility	7
Raven Rank	E



An exceptional pilot, Brass is well versed in ground combat tactics. He puts his AC's mobility to good use, always presenting a difficult target, and is more than happy to trade fire with his opponents while on the move. Fight the quadruped in an open arena with extra-heavy weapons, and the battle quickly goes your way.

BILBO



This hover-legged AC uses plasma and laser weapons.

Rank	51
AC Name	Green Witch
Reward	5,000
Armor Points	6.5
Ammo	4
Offense	5
Defense	7
Mobility	4.5
Raven Rank	E



A Raven with a green thumb as well as a love of nature, Bilbo donates most of her winnings to the underground botany project. Her AC design equips energy weapons to the exclusion of all others. Despite her agile leg base, this AC is lethargic. Fight her with the usual heavy weapons in an open arena and maintain moderate distance. She's easy to hit.



PARANOIA



Paranoia can deploy orbit weapon pods, and has potent weapon arms.

Rank	52
AC Name	Ice Walls
Reward	6,000

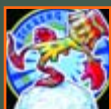
Armor Points	5.5
Ammo	2
Offense	2.5
Defense	6.5
Mobility	2
Raven Rank	E



A former street actor, Paranoia has taken the show on the road and now performs only for his Arena fans. Winning isn't important to him; it's the spectacle. He views Paradox, who has a similar background, as a rival. None of his weaponry matters if you fight him in an open arena and maintain your distance. He fires and releases orbit weapon pods ineffectively. Pound him from a distance and the fight is yours.



PARADOX



Tough spread-shot laser cannon arms and back-mounted energy cannons make this AC appear very formidable. But he has a problem: a distinct lack of mobility.

Rank 53
AC Name Zak
Reward 7,000

Armor Points 6.5
Ammo 3
Offense 1
Defense 6
Mobility 5.5
Raven Rank E



A former street magician, Paradox has taken the show on the road and now performs only for his Arena fans. Winning isn't important to him; it's the spectacle. He views Paranoia, who has a similar background, as a rival. Blast this AC when he's on the ground, and maintain middle range so his spread-shot laser bursts don't have full effect.



PASS AHEAD



This AC features a spread-shot howitzer, right-arm blade, and independent weapon pods.

Rank 54
AC Name Progenitor
Reward 8,000

Armor Points 8.5
Ammo 1.5
Offense 4.5
Defense 8.5
Mobility 2
Raven Rank E



He loves new toys, as any who have seen Pass Ahead's AC can tell. To him, performance and compatibility are secondary, and that stance has been his downfall more than once. Other Ravens watch him closely to find out which new parts hold promise. The pods might do you harm, and Pass Ahead's AC is fairly durable, but you should have little trouble beating him in an open arena.

DUCKS



Ducks uses plasma and laser weapons, and hops around the arena.

Rank 55
AC Name Ingot
Reward 9,000

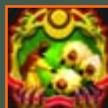
Armor Points 6
Ammo 5
Offense 7.5
Defense 7.5
Mobility 2
Raven Rank E



This pilot changes occupations the way other people change socks. He's always on the lookout for more money and accepts missions based only on their reward. He refuses to use shell weapons which, as we all know, cost money. Maintain middle to long range and keep your distance, taking your shots whenever Ducks is on the ground. This isn't a challenging fight.



ENDYMION



A sniper rifle, small missiles, and laser blade are Endymion's main weapons.

Rank 56
AC Name Sympathy
Reward 10,000

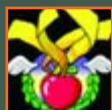
Armor Points 5
Ammo 3
Offense 2.5
Defense 6.5
Mobility 7.5
Raven Rank E



Endymion descends from a noble knight, but proof of the claim has long since been lost. His mother labors tirelessly to restore the family name. Endymion became a Raven to help bankroll her efforts. Fight in an open arena and keep him at range, and he mainly uses the missiles. He dodges, but if you pick your shots wisely you can destroy him with ease.



APPLE BOY



Apple Boy uses a very standard rifle when he's close, and vertical missiles when he's far away.

Rank 57
AC Name Esperanza
Reward 11,000

Armor Points 7.5
Ammo 5
Offense 3
Defense 8
Mobility 6
Raven Rank E



Apple Boy is new to the Raven fold, and his AC sports a very rudimentary setup. He prefers head-to-head battle with as little fooling around as possible. He's an honest man, but his abilities remain in doubt. Becoming a Raven has been a lifelong ambition. Fight in an open arena at mid-range, and he sticks with the ineffective rifle.

REGINA



Multi-shot rockets and a heavy right-arm grenade launcher make this AC a heavy hitter. She hops a bit but is not overly elusive.

Rank 58
AC Name Echidna
Reward 12,000

Armor Points 5.5
Ammo 4
Offense 7
Defense 7
Mobility 2
Raven Rank E

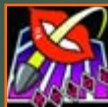


An aggressive combatant who pilots an AC with a variety of high-power weaponry, Regina likes to put on showy battles. But her AC's limited ammunition stores mean that those fights have to be concluded quickly. Her father is also a Raven. Fight a retreating battle in an open arena. You deal mostly with easily avoidable rockets.





HUNTRESS



The Huntress AC sports a rifle and independent weapon pods.

Rank 60
AC Name Rouge
Reward 21,000

Armor Points 6
Ammo 4
Offense 2.5
Defense 7
Mobility 2.5
Raven Rank E



Huntress hasn't been a Raven for long, but her mission success rate is impeccable and she's in high demand as a result. The grateful recipient of many corporate-sponsored gifts, she takes fervently to new equipment. She hops and jets, but spends most of her time on the ground. The usual open-arena strafe fight should net you an easy victory.

COLD HEART



Potent multi-shot weapon arms and extremely potent back-mounted rockets make this a heavy-hitting AC.

Rank 59
AC Name The Sun
Reward 20,000

Armor Points 5
Ammo 1
Offense 5
Defense 5.5
Mobility 6.5
Raven Rank E



Formerly an MT pilot for Crest, Cold Heart's journey to become a Raven has been long and arduous. He is still getting accustomed to piloting an AC, but his frontline experience and instincts are top-notch. He is expected to do well.

Cold Heart takes to the air more than other E-level pilots, and shows more ability to strafe. Still, if you fight a retreating, strafing battle in an open arena, you can avoid almost all of his shots.



SCYLLA



This AC sticks to the ground and mounts a machine gun attack that deals more damage than you'd expect.

Rank 61
AC Name Delta
Reward 22,000

Armor Points 5.5
Ammo 10
Offense 1
Defense 5.5
Mobility 6.5
Raven Rank E



At first glance, Scylla appears to be just another trigger-happy, machine gun newbie, but his decision to go with shell-based weapons was deliberate to offset the energy consumption of his AC's leg selection. He's assertive and calm under pressure. Scylla strafes well but doesn't fly. His fragile AC can't stand a chance in the typical open arena fight, particularly if you have ultra-tough weapons.



SPARTAN



A machinegun, pursuit missiles, and a spread-shot howitzer are this AC's weapons.

Rank 62
AC Name Tempest
Reward 23,000

Armor Points 9.5
Ammo 8
Offense 1.5
Defense 9
Mobility 5
Raven Rank E



The pursuit missiles mounted on his AC's shoulders are more for show than work, and an opponent's time is better spent worrying about what he intends to do with the machine gun. His AC is heavily armored and therefore slow.

This is one of the tougher E-level combatants, because his hopping style of fighting makes him hard to hit despite his slow tread legs. Fight in an arena with obstacles, such as Structure, where you can pop in and out of cover and exploit his poor speed and turning ratio.

CASTDOWN



Missiles and a bazooka are this AC's calling card.

Rank 63
AC Name Browser
Reward 24,000

Armor Points 8
Ammo 1.5
Offense 2
Defense 8
Mobility 1.5
Raven Rank E



Castdown is an ex-fighter pilot, and old habits are hard to break. He still prefers taking to the air and filling the sky with swarms of missiles. But like all fighter jocks, he's brash, which often gets him in trouble. Fight him in Parking Lot. This grounds him, and occasionally leaves him looking perplexed. Try to circle behind him, and watch out for the bazooka.



SANDOVAL



Spread-shot bazooka and energy-based back weapons make this heavy-hitter a force to be reckoned with.

Rank 64
AC Name Bataille
Reward 26,000

Armor Points 8
Ammo 1.5
Offense 8
Defense 7
Mobility 2.5
Raven Rank E

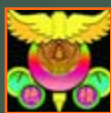


Sandoval is a tank nut, and he's truly saddened that more pilots don't take advantage of what he considers to be the best leg parts available. He became a Raven to prove that a tread-based AC can hold its own.

Sandoval hops around just enough to be tough to hit. If you fight in an open arena, you can dodge the majority of his shots. Maintain long range as much as possible. If you let him close in, those energy weapons are tough to deal with.

ARMORED CORE 3

HOZUMI



Hozumi's right-arm blade and left-arm howitzer are short-range weapons, and his rockets aren't that powerful.

Rank 65
AC Name Eysen
Reward 28,000

Armor Points 6
Ammo 1.5
Offense 3
Defense 6.5
Mobility 8.5
Raven Rank E

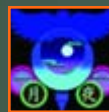


The teamwork between Hozumi and his disciple, Tsukuyo, is the stuff of legend. No Raven looks forward to going up against this team, no matter whom they're partnered with. Hozumi retired, but returned to the Arena to guide Tsukuyo.

Keep distance between you, although Hozumi is nimble and will close the gap. He spends lots of time flying, dropping howitzer shells on you. He has to return to the ground, however, and if you fight a strafing, retreating battle, you can always hit him then. He's not an easy opponent, but definitely a beatable one.



TSUKUYO



Missiles, howitzer, and rockets provide this heavy, tread-legged AC with lots of power. He's also very durable, so you might need more ammo than usual.

Rank 66
AC Name Sarashina
Reward 30,000

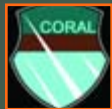
Armor Points 9.5
Ammo 2
Offense 7.5
Defense 10
Mobility 5
Raven Rank E



The amazing teamwork between Tsukuyo and his mentor, Hozumi, is widely known. They remain undefeated in multi-AC combat. Tsukuyo joined the Arena at Hozumi's request to keep his skills honed. So far, it's paying off.

Fight Tsukuyo in an enclosed arena, such as Structure, where you can get close enough to hit with ultra-heavy ordnance, yet still hide behind obstacles. Use back-mounted ammo units if your usual ammo levels aren't getting it done.

KALCHAS



This AC uses only blades. One of them is a wave blade, so he does get some distance on his attacks.

Rank 67
AC Name Coral Sky
Reward 60,000

Armor Points 5.5
Ammo 1
Offense 6
Defense 6.5
Mobility 7
Raven Rank E



A rare breed, Kalchas attacks almost exclusively with blade weapons. Because of this, his victory rate isn't high, but his unit boasts one of the most impressive flight durations of any AC in the Arena. He's a loner and keeps to himself. Fight in an open arena and continually retreat as he flies overhead. When he comes down to the ground, give him a shot of your best weapons. Repeat this until he falls.



ASYLUM



Asylum uses the same super-powerful cannon arms that we favor for arena fights. He also unleashes missile volleys.

Rank 68
AC Name Gigantes
Reward 80,000

Armor Points 7
Ammo 1
Offense 5
Defense 7.5
Mobility 1.5
Raven Rank E



Asylum's AC is a product of the school of thought that says the best defense is a good offense. He likes to get in close and unleash a flurry of attacks on his opponents. Anyone familiar with his strategy does not yearn to experience it a second time.

Fortunately for you, Asylum is a very immobile fighter. Fight at long range in an open arena, and you can dodge the worst of his attacks while your shots hit the mark. If you deal damage fast enough, this is an easy fight.

VECTOR



This reverse-jointed terror features two ultra-powerful Titan missile launchers. Its handgun and left-arm howitzer are merely afterthoughts.

Rank 69
AC Name Hypnos
Reward 100,000

Armor Points 6.5
Ammo 2
Offense 10
Defense 7
Mobility 6
Raven Rank E



When effectively combined with his AC's other weapons, Vector's large, shoulder-mounted missiles are capable of wreaking havoc. He has a flashy side, but his AC design is all about taking down the competition.

Fight Vector at mid- to close range. If you're out in the open and see one of those missiles coming toward you, the best way to avoid it is to jet toward it but off to one side. This forces it to completely turn around if it wants to get you. Use super-heavy weapons and keep moving to avoid missile locks. Vector is fragile; it's possible to knock him out quickly.



TERRA



An excellent laser rifle and powerful laser blade are this AC's only weapons.

Rank 70
AC Name Spectrum
Reward 500,000

Armor Points 6
Ammo 1.5
Offense 3
Defense 7
Mobility 6
Raven Rank E



His accuracy is something to behold, and the AC he pilots is designed to maximize his use of right-hand weapons. His tactics are exceedingly simple, but devastating when executed with such precision and skill.

Terra flies almost all the time, and is hard to hit. Take him on in Parking Lot or a similarly enclosed arena to cut down on his flying. If you take a sensor jammer extension, you get in a few free shots, which you need to capitalize on. Be aggressive when he's flying laterally, and move in for a clean shot if he gets stuck momentarily on a pillar or wall.

EXILE



Exile is a super-potent, hover-equipped AC. Enemies don't get more mobile than this. Exile uses a small right-arm machine gun that does terrible damage if you allow him a constant lock on you. He also has a top-of-the-line laser blade and sensor jammers, so you can't rely your targeting system when fighting him.

Rank 71
AC Name Painkiller
Reward 1,500,000

Armor Points 5
Ammo 10
Offense 3
Defense 6.5
Mobility 5
Raven Rank E



Exile has fought on many battlefields and destroyed countless Ravens. Veterans tell stories of him cracking open opponents' ACs in seconds to frighten new pilots. No one knows his background, but most claim he is even better than Ace.

You probably stand no chance in an open arena. In Parking Lot, you can definitely win. Bring your own sensor jammer, activate it frequently, and use those precious moments of jamming to best advantage. Exile gets stuck momentarily on walls or pillars. Use CAW-DC-03 weapon arms set to double-fire, and pound him whenever this happens.

MULTIPLAYER TIPS

Armored Core 3 can be played several ways with friends. You can fight another player on a split screen, play head to head on two TVs, or link up several PlayStation 2 systems and play intense two-on-two battles. This section has tips to get you started in multiplayer *Armored Core 3*.

Preparations

Here are a few things you can do before starting a multiplayer game.

PLAY THE SINGLE-PLAYER GAME



If you can beat the whole single-player campaign, get good grades in all the missions, and beat every opponent in the arena, you're well on your way to multiplayer success. Single-player skills (especially from arena battles) translate very well to multiplayer.

In addition to honing your fighting skills, the single-player game familiarizes you with AC design and how to build an AC that suits your style of play.

BUILD SOLID ACs



Your chances of success depend largely on your AC design. If you played all the way through the single-player arena and beat all your opponents, you probably noticed that your most difficult enemies weren't tank-legged monstrosities. They were usually small- to mid-sized, agile ACs.

Massive ACs are tempting to build because of their heavy armor and big weapon payloads, but they're slow, lumbering, and hard to pilot. You can demolish inexperienced opponents with this kind of AC, but better foes know how to get in close and exploit your lack of turning speed.

READ ADVANCED TIPS SECTION

The combat techniques for single-player missions described in Advanced Tips section apply equally to multiplayer fights. Read up on and master these techniques.

Important AC Choices

Here are some guidelines to start you on the path to a winning multiplayer AC design.

HEAVY WEAPONS, LIGHT AMMO



Use heavy weapons that deal massive damage in the shortest possible time. These weapons tend to be ammo-limited, but that rarely matters in the arena, where you have only one or two opponents. Either you hit with a lot of your shots and win, or you miss and get blown up. Running out of ammo is not common. If you do find yourself running low on ammo, you can use one of the back parts that increase ammo reserves.

FOCUS ON GOOD WEAPONS



It's usually better to have a couple of great weapons than several mediocre ones. You usually have time to use only one or two weapons.

THE POWER OF BLADES



Blade weapons are generally more important in multiplayer games than in single-player games. Human opponents are easily flustered by blade attacks.

Also, human players can lose sight of you. Top-rated arena opponents have a good idea where you are at all times because they're computer-controlled, but humans have to look back and forth and figure things out when an enemy gets above or behind them. Often, players look the wrong way in confusion or get stuck on a wall—and that's when you capitalize on the situation with a powerful blade attack.

Multiplayer-Specific Considerations

While multiplayer games are similar to standard arena fights, you need to consider the human element.

FIGHT CLOSE



You fight computer-controlled enemies at a distance most of the time. They're agile, and they always know where you are. It's important to prevent them from getting above or behind you.

Human players generally don't possess that unearthly presence of mind. Get close to them, above them, or behind them—anything that turns them around, makes them lose sight of you, or catches them off guard—especially if you have a light AC.

MIND THE AMMO

Computer opponents usually won't shoot themselves out of ammo. Human players sometimes do. If your opponent has an ammo-limited design and many of his shots have already missed, move around more than usual and try to run him dry. You can then pick him apart at your leisure.

TAKE TO THE SKIES



Computer-controlled opponents have uncanny aerial skills. They look up and down effortlessly while flying, and easily attack from the air. Humans have trouble with these things. It's tough to master the ability to fight from above or below. That's precisely why you *should* try to master it. If you can fight from above, you have a big advantage over most opponents.

TERRAIN ISSUES



Computer-controlled enemies aren't fazed by foggy or low-visibility arenas, but humans are. Use aggressive, mobile tactics in such arenas. The lack of visibility makes you even harder to see. Sensor-jamming equipment is particularly useful in these arenas.

MASTER THE FLYING BLADE



You deal extra damage with laser blades if you attack from a jump, or from the air. This is a vital multiplayer arena tactic. It's especially useful if your opponent decides to use a fairly slow, heavy AC. You must deal serious damage to the heavy AC's heavy armor, and jumping blade attacks are the way to do that.

GUARD AGAINST PREDICTABILITY

If you play against the same small group of people most of the time, you'll learn their natural fighting tendencies. At the same time, try to avoid becoming too predictable with your own.

For example, if you typically strafe left for a long time, then momentarily strafe right, then go back to another long session of strafing left, your opponents will learn to attack right after your little fake to the right. Alter your routines. You'll be surprised at how much this helps.

WATCH AND LEARN



These tips are intended as a starting point. Every each player group has different tactics, techniques, and tendencies. Adjust to these, and fight the tactics you see most frequently.

Watching the better players in your group is often enlightening. Sit back and watch a successful player fight someone else. Copying someone good is not just the sincerest form of flattery, it's also the way to learn. Take note of what other players do better than you. Copy their actions, then devise your own modifications.

CLASSIFIED INFORMATION

Armored Core 3 is packed with hidden extras. This section reveals the game's secrets in detail—read on to find out everything you can about the game.

Whether you're shooting for perfect mission grades, want to complete every mission, or want to collect every part, this section is for you.

A Note to Perfectionists



Understand that you can't do everything your first time through the game. Sometimes you must make choices, and picking one path prevents you from taking the other.

Fortunately, the fun doesn't end when you finish a game. Save and keep playing, unlocking everything you missed the first time through.

Don't assume you did something wrong if you finish game without unlocking all the AC parts or completing all the missions. That's the way the game works.

Obtain Hidden AC Parts



Most AC parts are available in the store from the start. But 38 parts—most of them good ones—are not. These parts must be unlocked in one of four ways:

- Win arena battles.
- Find the part lying around during a mission.
- Perform a specific action during a mission.
- Accumulate enough corporate points. (More on those later.)

Let's examine each method in depth.

METHOD 1: WIN IN THE ARENA



Eight AC parts can be won in the arena. The following table lists each part name, the category it belongs to, and what you must do to win it.

PARTS WON IN THE ARENA

Part Name	Part Type	Conditions for Winning the Part
CWM-S60-10	Back Unit	Win your first victory
MGP-VE905	Generator	Achieve D ranking
CWGG-GR-12	Arm Unit R	Achieve C ranking
CWC-SLU-64	Back Unit	Achieve B ranking
CLR-00-MAK	Legs	Achieve A ranking
VREX-WS-1	FCS	Achieve 35th ranking overall
OP-E-LAI	Option	Achieve 15th ranking overall
CAW-DC-03	Arms	Defeat Ace, the number one pilot

Each time you win a part, you are notified via e-mail.

METHOD 2: FIND PARTS IN MISSIONS



Another method of collecting new parts is to find them during a mission. These parts are located in out-of-the-way places, so collecting them is not easy.

The following table lists the nine parts you can find during missions. It also tells you which mission each part appears in.

For details on exactly where the part is, refer to the appropriate mission entry in sections 3–6. The walkthroughs for missions with hidden parts always include tips on where to find them.

PARTS HIDDEN IN MISSIONS

Part Name	Part Type	Mission
CHD-04-YIV	Head	Defend Naire Bridge
MEBT-0X/MB	Extension	Rescue the Survey Team
MWR-M/45	Back Unit	Safeguard Water Supply
MWG-SBZ/24	Arm Unit R	Recover Ship Cargo
MWI-DD/20	Inside	Defend Water Processors
MEST-MX/CROW	Extension	Disable Pulse Generators
MRL-SS/SPHERE	Back Unit	Protect Crest Convoy
KWB-MARS	Arm Unit R	Destroy Massive Weapon
CBT-FLEET	Booster	Destroy Massive MT

METHOD 3: PERFORM A SPECIFIC ACTION



Some parts are won by accomplishing certain tasks, usually during a mission. This is different from Method 2 because you won't find the parts. Instead, you are rewarded with the part at the mission's completion if you achieve a certain goal within the mission.

Fourteen 14 AC parts are available this way. The following table explains how to get them.

PARTS RECEIVED FOR SPECIFIC ACTIONS

Part Name	Part Type	Action
MLH-MX/VOLAR	Legs	Gain a rank of A or higher in AC Test 1 (target practice).
KWG-HZL30	Arm Unit L	Destroy two or more monorails in Destroy Naire Bridge.
RMR-ICICLE	Radiator	Keep all convoy units alive in Defend Personnel Convoy.
KWM-AD-50	Back Unit	Don't get hit by a single missile in MT Training Exercise
MWG-XCB/75	Arm Unit R	Defeat enemy AC in Defend Ruglen Laboratory.
CEEC-01-XSP2	Extension	Complete Eradicate Life Forms without breaking more than two cylinders.
CEBT-HEX	Extension	Keep transport vehicle alive in Safeguard Alloy Sample
KWX-OC-22	Back Unit	Destroy 20 or more enemies in Destroy Germ Canisters.
MWG-KARASAWA	Arm Unit R	Successfully complete both Destroy Gun Emplacements and Distract Union Defenses.
KWS-ES/MIRROR	Arm Unit L	Successfully complete both Defend Water Processors and Eliminate the Bombers.
MCM-MX/002	Core	Destroy enemy AC unit in Defend Energy Reactor."
MLB-MOONLIGHT	Arm Unit L	Defeat largest enemy in Destroy Massive MT without using a consort.
MWX-MX/STRING	Back Unit	Complete the single-player mode and save the game after winning.
OP-INTENSIFY	Option	Complete the single-player mode and save the game after winning.

NOTE

You must complete Destroy Gun Emplacements in under two minutes and collect at least an overall A ranking to reach Distract Union Defenses, where you collect the MWG-KARASAWA.

Similarly, you must destroy all enemies and have at least an overall B rank when starting the Defend Water Processors to reach Eliminate the Bombers, where you collect the KWS-ES/MIRROR.

METHOD 4: COLLECT CORPORATE POINTS



Corporations keep track of how many missions you complete for them. Every time you successfully complete a mission for a particular corporation, you receive one corporate point for that corporation. When you've accumulated enough points, corporations hand out free gear.

NOTE

Your total number of corporate points is represented by a small bar graph in the lower right corner of the Mission Select screen.

Remember: You can't collect every part earned with corporate points on your first trip through the game. You can only collect every part by saving the game after finishing it, then going back to do the missions you missed the first time through.

The following table lists the AC parts handed out by the various corporations.

ARMORED CORE 3

PARTS GIVEN FOR CORPORATE POINTS

Part Name	Part Type	Corporate Point Requirement
MLL-MX/EDGE	Legs	6 Mirage corporate points
MWGG-XCG/20	Arm Unit R	9 Mirage corporate points
MLR-MM/PETAL	Legs	12 Mirage corporate points
CAL-44-EAS	Arms	8 Crest corporate points
CWX-LIC-10	Back Unit	13 Crest corporate points
CLF-D2-ROG	Legs	17 Crest corporate points
OP-E-LAP	Option	10 Kisaragi corporate points

Unlock New Options by Beating the Game



FREE MISSION SELECT



FREE CONSORT SELECT



After winning the single-player campaign, don't turn the game off! Save the game after the credits roll. This saved game opens a host of new options.

To see these options, reload the game information from a successfully completed single-player campaign.

You can select and play any mission in any order.

This allows you to play missions you missed the first time through. You can also improve your rank by replaying missions (more on that later).

NOTE

There's one exception. The special mission that comes after Disable Radar Equipment does not show up on the menu—ever. The only way to play that special mission is to beat Disable Radar Equipment in under 2 minutes, 30 seconds.

Access a wider variety of consorts on certain consort-ready missions.



ARENA RESTORATION



You find that certain ACs you defeated in single-player missions have appeared in the arena, so you can fight them there.

EXTRA ARENA



NOTE

This hidden feature appears if you load a saved game in which you've achieved the top arena rank.

You see a new option on the scenario mode menu: Extra Arena.

Extra Arena mode allows you to pick a consort as an arena companion, then slug it out with two handpicked enemies. This two-on-two battlefield adds extra life to the game.

CHANGE VIEWPOINT

Unlock a special viewpoint. There's an extra trick to this one: The saved game data must be loaded from a memory card that also has saved game data from *Armored Core 2* or *Armored Core 2: Another Age*.

After loading the data, at any time during a mission or battle, pause the game (press **START**).

While paused, simultaneously press **L3**, **R2**, **X**, **□**, and **↓**. The point of view switches to the third person.

Press **START** again to revert to the default view.

GAIN SPECIAL POWERS WITH OP-INTENSIFY



When you win the campaign, you're awarded an optional part called OP-INTENSIFY. This part does nothing at first, but if you perform certain tasks with it equipped, you can unlock special powers and hidden advantages.

This is powerful feature. Using OP-INTENSIFY after unlocking several of the more powerful features can make the game much easier!

OP-INTENSIFY ABILITIES TABLE

Ability	Effect	Required Task
Enhance Blade Range	Blade projection distance increases 50%	Defeat Exile in the arena
Enhance Booster Efficiency	Cuts booster energy consumption in half and increases recovery speed by half	Defeat Ace in the arena
Supplement Radar Abilities	Enhances radar abilities	Defeat Thunder House in the arena
Supplement All Sensor Abilities	Enhances biosensor, missile sensor, and stealth sensor abilities	Defeat enemy AC in Eliminate Intruders
Enhance Targeting Correction Abilities	Increases firing accuracy	Defeat enemy AC in Defend Ruglen Laboratory
Enhance Circling Abilities	Increases circling speed 20%	Defeat Strasbourg in Bomb Disarmament
Enhance Missile Intercept Abilities	Increases missile intercept abilities 10%	Defeat enemy AC in Defend Water Processors
Supplement Energy Wave Abilities	Press ● and × to perform blade wave using any left-arm blade	Defeat enemy target in Destroy Massive Weapon
Enhance Braking Force during Cannon Fire	Fire cannons on the move and in the air	Defeat largest target segment in Destroy Massive MT
Enhanced Cooling	Boost radiator performance 50%	Destroy smaller target segment in Destroy Massive MT

Steal Arena Opponents Emblems

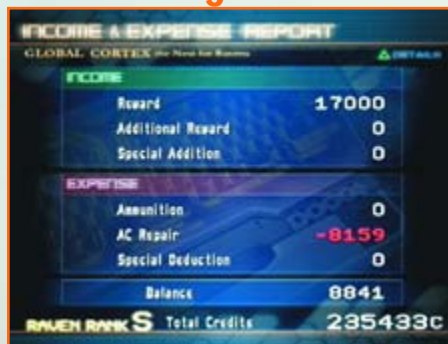


Each of your arena opponents is represented by a colorful emblem or picture. You can steal a defeated enemy's emblem!

After you've defeated an arena opponent, go back and take a look at the defeated enemy's information screen.

Press **START** and **SELECT** simultaneously. You'll hear a sound effect confirming that you did this correctly. You've just stolen the enemy's emblem.

Achieve Highest Rank for All Missions



As explained in the Advanced Tips section, S is the best possible mission grade, followed by A, B, C, D, and E.

The Advanced Tips section provides solid tips for getting a high grade in every mission.

As previously mentioned, six factors determine your mission grade. To recap:

Destruction ratio: Reflects the number of enemies you destroyed compared to the total number of enemies in the mission.

Income ratio: Reflects the reward money you received after subtractions for AC repair and ammo compared to the total amount of reward money available.

Charge Amount: Your grade goes down each time your AC runs so low on energy that you get the Charging message

Accuracy: Your grade goes down when you miss your targets.

Armor Points: Your grade reflects how intact your AC is at the mission's end. The more damage you suffered, the worse your grade.

Speed: The faster you complete the mission, the better.

ARMORED CORE 3

There's more. Some missions emphasize one, two, or three of these factors much more than the others.

The following table lists the missions that emphasize certain of the six factors. Knowing this allows you to concentrate on improving in the right areas.

EMPHASIZED PERFORMANCE FACTORS

Mission Name	Emphasized Factors
Secure the Mine	Accuracy, Speed
Escort Transport	Destruction Ratio, Accuracy
Defend the Monorail	Armor Points
Defend Testing Grounds	Destruction Ratio, Speed
Rescue the Survey Team	Destruction Ratio, Speed
Eliminate Infiltrators	Destruction Ratio, Speed
Destroy Escaping MT	Destruction Ratio, Speed
Defend Personnel Convoy	Income Ratio, Accuracy, Armor Points
MT Training Exercise	Armor Points
Attack Mirage Forces	Armor Points, Speed
Defend Ruglen Laboratory	Armor Points, Speed
Eradicate Life Forms	Armor Points, Speed
Recover Ship Cargo	Destruction Ratio, Charge Amount, Speed
Safeguard Alloy Sample	Destruction Ratio, Armor Points
Bomb Disarmament	Armor Points, Speed
Destroy Germ Canisters	Speed
Destroy Computer	Destruction Ratio, Speed
Recover Data Capsules	Armor Points, Speed
Destroy Gun Emplacements	Destruction Ratio, Armor Points, Speed
Distract Union Defenses	Accuracy, Armor Points
Eliminate the Bombers	Destruction Ratio, Speed
Destroy Kisaragi Forces	Accuracy, Armor Points
Disable Pulse Generators	Speed
Protect Crest Convoy	Accuracy, Armor Points
Disable Radar Equipment	Accuracy, Armor Points
Defend Crest HQ	Accuracy, Armor Points
Investigate Magna Ruins	Accuracy, Armor Points
Defend Energy Reactor	Armor Points, Speed
Infiltrate Layered Hub	Accuracy, Armor Points

Get Maximum Achievement Ratio



When you load game data, you might notice something called "Achievement %" listed next to your pilot's name. This is the pilot's achievement ratio.

When you've received a 100 percent achievement ratio, you've accomplished everything the game can throw at you.

NOTE

There's no special benefit to getting a 100 percent achievement ratio, other than the satisfaction of mastering the game.

Because you can't complete every mission on your first run through the campaign, save the game after beating the campaign, then go back and work at the stuff you missed.

To receive a 100 percent achievement ratio, collect all 108 achievement points. The following table explains how to collect all 108 points.

NOTE

The special mission is only available if you complete Disable Radar Equipment (the previous mission) in under 2 minutes, 30 seconds. There's no other way to access the mission.

ACHIEVEMENT RATIO POINTS

Action	Points Awarded
Complete missions	1 point per mission
Achieve top rank in arena	1 point
Achieve top rank in Extra Arena	1 point
Upgrade optional part OP-INTENSIFY	1 point for each skill acquired (total of 10 points)
Obtain hidden parts	1 point for each part acquired (total of 38 Points)
Defeat enemy AC in Eliminate Intruders	1 point
Defeat enemy AC in Destroy the AC	1 point
Defeat enemy AC in Destroy Kisaragi Forces	1 point
Defeat enemy AC in Disable Pulse Generators	1 point
Defeat multiple enemy ACs in Special Mission	1 point for each AC defeated (total of 2 points)
Defeat multiple enemy ACs in Investigate Magna Ruins	1 point for each AC defeated (total of 2 points)
Defeat enemy AC in Infiltrate Rehito Lab	1 point

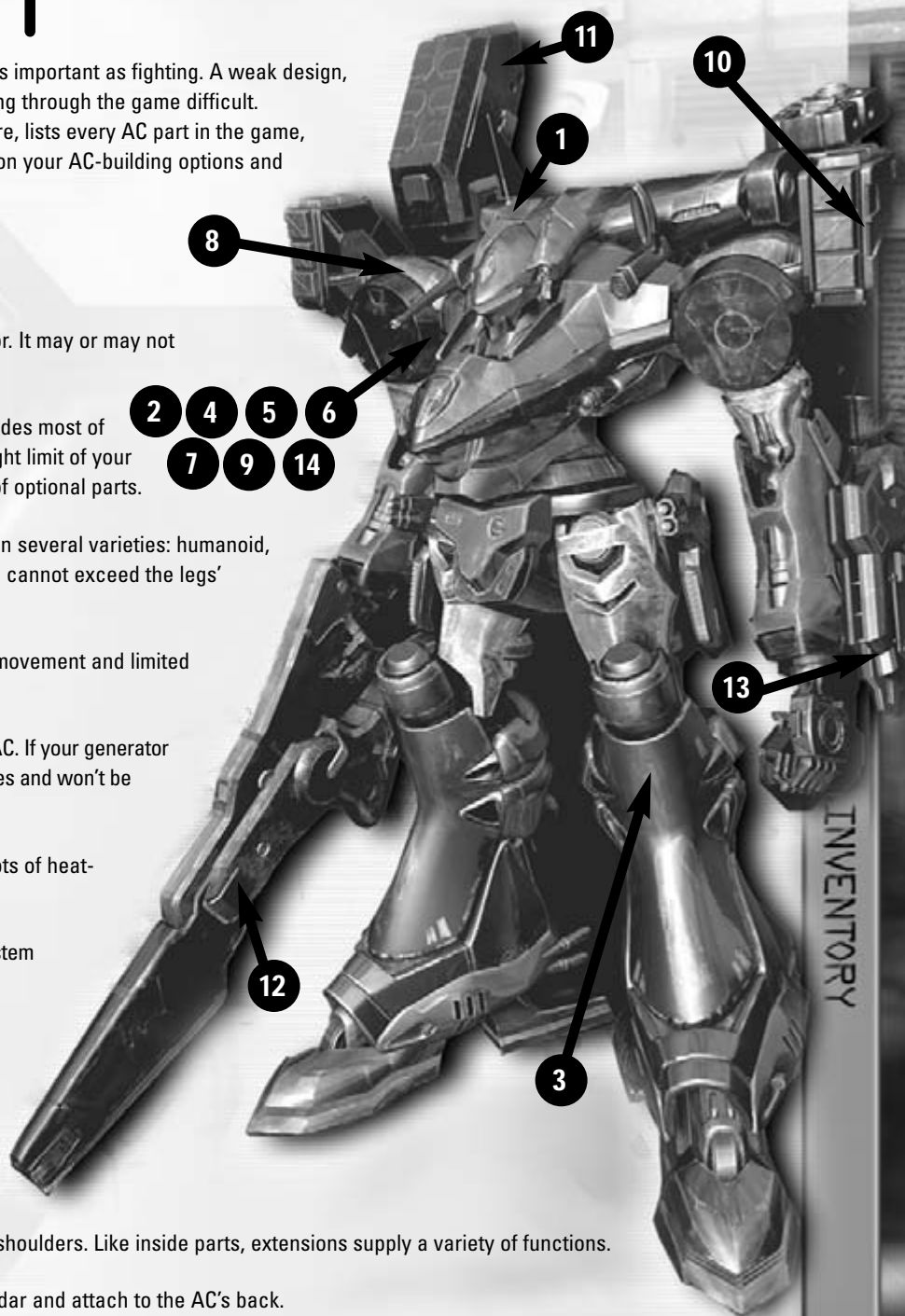
INVENTORY

In *Armored Core 3*, building a powerful Armored Core is as important as fighting. A weak design, or one that is strong but unsuited to the task, makes getting through the game difficult.

This section has tips on building a good Armored Core, lists every AC part in the game, and includes full stats. Study this section to get a handle on your AC-building options and to focus your ideas.

Building your Armored Core

- 1. HEAD** The head is the central information processor. It may or may not include radar.
- 2. CORE** The core holds everything together and provides most of your armor. Your arm parts must not exceed the weight limit of your core. Each core accommodates a different number of optional parts.
- 3. LEGS** Legs determine your AC's mobility and come in several varieties: humanoid, reverse-jointed, quadruped, tank, and hover. Your AC cannot exceed the legs' weight limit.
- 4. BOOSTER** The booster allows spurts of super-fast movement and limited flight. Boosters can't be used with certain leg types.
- 5. GENERATOR** The generator produces power for the AC. If your generator is not up to the task, your AC will suffer power shortages and won't be able to use its booster and weapons often enough.
- 6. RADIATOR** The radiator cools the AC. If you pack lots of heat-intensive gear, you need a good radiator.
- 7. FIRE CONTROL SYSTEM (FCS)** The fire control system (FCS) affects your ability to target enemies quickly, accurately, and at long range.
- 8. ARMS** Arms can hold weapons, or can be weapons.
- 9. INSIDE** These small optional devices are placed inside the core to provide a range of benefits.
- 10. EXTENSION** These optional parts sit near the AC's shoulders. Like inside parts, extensions supply a variety of functions.
- 11. BACK UNIT (2)** Back units provide weapons or radar and attach to the AC's back.
- 12. ARM UNIT R** This item is grasped in the AC's right hand and is usually the AC's mainstay weapon. If the AC's arms *are* weapons, arm units cannot be used.
- 13. ARM UNIT L** This item is grasped in the AC's left hand. It's usually either a close-range fighting blade or a shield that deflects enemy attacks.
- 14. OPTIONAL** Optional parts have no weight. They're tiny chips inserted into the AC's core that provide a variety of enhancements. Each core holds a different number of optional parts.



ARMORED CORE 3

DESIGN DECISIONS

The sheer number of AC parts can be overwhelming. How do you know if you've designed a masterpiece or a heap of junk? One clue is the Armored Core Rating.

THE ARMORED CORE RATING



Check out your AC on the main Garage screen (press ▲). You see a summary of the AC and, at the bottom of the screen, a grade. In ascending order, the possible grades are below average, fair, good, great, and excellent. Grade is derived by a complex equation—too complex to go into here. Good grades depend on quality parts that work well together.



One clue to quality is the cost of a part. Expensive parts are superior to cheap ones, so ACs with costly parts generally get better grades.



Parts that work well together also improve the grade. Build ACs that get good grades, but don't obsess over it. If you pair a vertical missile system with relation missiles (special weapons that work in tandem with other missiles), your grade improves. Sometimes the AC that works best for you won't get the best possible grade. Keep tinkering, and check your grade every time you swap parts.

BUILDING A LIGHT ARMORED CORE



Light Armored Cores have limited armor but excellent mobility. Build one if you want to win with finesse, picking away at enemies while skillfully dodging most of their attacks. When building a light AC, keep these tips in mind:

- **All parts must be light. Don't use parts on the high end of the weight spectrum.**
- **Legs must have a high mobility rating.**
- **The booster must be powerful.**
- **The AC must be free of extra junk, such as heavy back units.**
- **Choose light weapons: handguns, machine guns, small missile launchers. No bazookas or mortars!**
- **Use a good energy blade—light ACs are effective in close.**

BUILDING A MID-WEIGHT ARMORED CORE



Mid-weight Armored Cores can be the toughest to design, but they're not difficult to pilot. It's easy to build them too heavy or too light. Many players find that mid-weight ACs provide just the right mix of firepower and mobility. Keep these things in mind when building a mid-weight AC:

- **Four-legged (quadruped) leg designs work well, as do hover legs. Both types provide good mobility and carrying ability.**
- **Mid-weight ACs can carry a couple small weapons and one heavy-hitter.**
- **Use a wide array of parts, but avoid the heaviest parts.**
- **These ACs need to be mobile enough to evade some shots, but they needn't be nearly as agile as light designs.**

BUILDING A HEAVY ARMORED CORE



Heavy Armored Cores are easy to build, but they can be deceptively tricky to pilot. These ACs have low mobility but extreme firepower—that means heavy parts and heavy weapons. Keep these things in mind when building a heavy AC:

- Tank or heavy hover treads work best.
- Exterior parts, such as arms, must be as well-armored as possible.
- Heavy-duty interior parts (radiator and generator) are just as necessary as heavy-duty exterior parts.
- Heavy ACs need at least one super-weapon—a howitzer, heavy bazooka, or vertical missile system with complementary relation missiles.
- A smaller weapon with lots of ammo is useful for destroying the smaller targets found on a typical mission.
- Lighter parts are fine if they work as well as heavy parts. Even heavy ACs benefit from speed.

TWO SAMPLE ARMORED CORES

For reference, here are two sample AC designs, a lighter one and a heavier one. Both received an excellent rating.

EXCELLENT-RATED LIGHT- TO MID-WEIGHT AC



Head	CHD-07-VEN
Core	CCL-01-NER
Arms	CAW-DBZ-4B
Legs	MLR-MM/PETAL
Booster	None
FCS	VREX-F/ND-8
Generator	MGP-VE905
Radiator	RMR-ICICLE
Inside	None
Extension	None
Back Unit R	CWC-GNS-15
Back Unit L	None
Arm Unit L	None
Arm Unit R	None



This light- to mid-weight AC is a heavy hitter, despite its lack of heft. The head is light, yet it provides an excellent array of functions. The core is the lightest available part, with a built-in anti-missile system and an overboost for quick retreats. Instead of humanoid arms, we've gone with a heavy-duty bazooka system that merges great power with plentiful ammo. It's not excessively heavy because no arm units are needed.

The extremely light PETAL hover legs provide unmatched mobility and eliminate the need for a booster, thus saving weight.

For extra power (handy against extra-powerful enemies and in arena fights), the back unit is a potent shoulder-mounted grenade launcher. It's light for its power, although it holds only 15 shots.

The end result is an AC that weighs in at a light 5,557, but carries excellent attack power. It's powerful enough to win arena fights, but has enough ammo and durability to complete a wide variety of missions.

Throw in a few defense-oriented optional parts, and you've got a winner.

EXCELLENT-RATED HEAVY AC



Head	CHD-07-VEN
Core	CCH-OV-IKS
Arms	MAH-RE/GG
Legs	MLC-Trident
Booster	None
FCS	VREX-F/ND-8
Generator	CGP-ROZ
Radiator	RGI-KD99
Inside	None
Extension	None
Back Unit R	CWR-HECTO
Back Unit L	None
Arm Unit L	MWGG-XCG/20
Arm Unit R	MLB-MOONLIGHT



This heavy model uses the same head as the lighter model but has a bulkier core, arms, and legs. Its Trident tank legs are not the heaviest of the heavy, so they're still reasonably mobile despite the AC's bulk.

The generator and radiator are both expensive models, geared toward heavy ACs.

Weapon choice is flexible. This model is outfitted for general-purpose use, with powerful back-mounted rockets and a plasma rifle that balances power with ammo supply.

This AC weighs 9,835, but can hold another 1,000+ in gear, making it easy to customize. Swap in heavier weapons with less ammo when fighting in the arena. Swap the left-arm laser blade for a shield.

For prolonged missions, a laser blade with a wave effect is helpful for conserving ammo, and one of the heavy-hitting weapons might be replaced with a weaker but more ammo-plentiful part.

Add extensions and inside parts to fit the situation and your personal fighting style.

Parts Legend

PARTS LEGEND

Information	Value Range	Description
Ammo Amount	0-9,999	Amount of ammo in the weapon
Ammo Heat	0-999	Heat generated in target when the round hits
Ammo Price	0-9,999	Cost of a single shell of this weapon's ammo
Ammo Type	Solid, Energy	Explains whether it's a solid shell weapon or an energy weapon
Armor Points	0-9,999	Endurance value
Attack Heat	0-999	Heat generated in target when a blade weapon hits
Attack Power	0-9,999	Damage inflicted by one successful hit from the weapon
Bio-sensor	None/Provided	Ability to detect living organisms on radar
Boost Power	0-9,999	Thrust generated by boosters
Braking Ability	0-9,999	Ability of leg parts to quickly come to a halt
Calorific Value	0-9,999	Amount of heat produced by the part
Computer Type	Rough, Standard, Detailed	Computer performance level
Computer Voice	M, F	Gender of computer voice
Cooling	0-9,999	Part's ability to dissipate heat
Def Energy	0-9,999	Defense vs. energy weapons
Def Shell	0-9,999	Defense vs. solid shells
Defensive Points	0-9,999	Defensive value calculated by adding Def Shell to Def Energy
Defensive Stability	0-9,999	Leg part's stability when hit by enemy fire
Discharge Heat	0-9,999	Heat generated each time you use a part
Duration	0-9,999	Amount of time a part's function lasts when activated
ECM Canceled/Counter	None/Provided	Ability to counter enemy gear that prevents lock-ons
Energy Drain	0-9,999	Part's constant energy consumption
Energy Output	0-9,999	Energy output of a generator
Energy Supply	0-999	Auxiliary energy provided to weapons on the left arm
EO Ammo Amount	0-999	Amount of ammo in the EO weapon
EO Ammo Heat	0-999	Heat generated in EO weapon's target when a round hits
EO Ammo Type	Solid, Energy	Type of ammo the EO weapon fires
EO Attack Power	0-9,999	Attack power of the EO weapon
EO Range	0-999	Range of EO weapon's attack
EO Reload Time	0-999	Minimum time between EO weapon's shots
EO Usage Drain	0-9,999	Energy usage while EO weapon is deployed
Forced Cooling	0-9,999	Radiator's performance under emergency conditions
Function Add Ammo	0-99	Amount of increased ammo storage
Jump Function	Provided/None	Built-in jump functionality
Landing Stability	0-9,999	Stability after landing from a jump or booster flight
Lock Speed	0-999	Speed at which an FCS locks onto a target
Manufacturer	—	Manufacturer of the part
Map Type	No Memory, Area & Place Name	Level of detail produced on your in-mission map
Maximum Charge	0-9,999	Maximum storage capacity of the generator
Maximum Lock	0-99	Maximum number of simultaneous lock-ons by missiles or FCS
Maximum Weight	0-9,999	Maximum weight supported by a core or leg parts
Missile Sensor	Provided/None	Availability of a function that displays missiles on your radar
Moving Ability	0-999	Leg parts' inherent speed
Noise Counter	Provided/None	Availability of a function that counters radar-jamming
OB Power	0-9,999	Power of a core's overboost function
OB Energy Drain	0-99,999	Rate of energy consumption when using overboost
Option Slots	0-99	Number of slots for optional parts
Part Name	—	Name of the part
Precision	0-999	Accuracy of FCS' locks
Price	0-999,999	Price of the unit in the shop
Radar Function	None/Provided	Availability of radar
Radar Range	0-999	Scanning range of a radar part
Radar Type	Standard, Circle, Octagon, Grid	Shape of the radar's display
Range	0-999	Distance a shell will travel
Range Rating (for blades)	0-99	Range of a blade's reach
Reaction Speed	0-999	Arm speed performance when using a blade
Recoil Control	0-999	Arm's ability to suppress weapon recoil
Recover Energy	0-9,999	Amount of energy recovered when part is used
Red Zone	0-9,999	Generator's emergency reserve capability
Reload Time	0-999	Time interval between firing and next opportunity to fire
Scanning Interval	0-99	Length of interval between radar updates
Shield Coverage	0-999	Effective range of coverage when shield is activated
Shield Def Shell	0-9,999	Shield's effectiveness vs. solid ammo
Shield Def Energy	0-9,999	Shield's effectiveness vs. energy weapons
Shield Defense	0-9,999	Defensive boost when shield is activated
Sight Range	0-999	Effective lock-on range of an FCS
Stationary Drain	0-9,999	Energy drain when AC is not moving
Stealth Sensor	Provided/None	Availability of a function that detects concealed opponents
System Recovery	—	How soon system can recover after taking massive damage
Target	Single, Multi	Targeting characteristic of an FCS
Turning Speed	0-9,999	Speed at which leg parts turn
Type	—	Characterization of what the part does
Usage Drain	0-9,999	Energy consumed when part is used or weapon is fired
Usage Limit	0-99	Number of times the part can be activated
VS MG Range	0-99	Range at which a missile intercept system can destroy incoming missiles
VS MG Response	0-99	Performance of missile intercept system
Wave Range (for blades)	0-999	Distance a blade's energy wave will travel
Weapon Lock (Lock Type)	Standard, Sideways, Narrow & Deep, Wide & Shallow, Lengthways, Special	Proportions of the lock-on area on your screen
Weight	0-9,999	Weight of the part

Inventory: Head

Head parts range from simple to complex. The best head parts have superior radar and mapping functions.

We recommend getting a high-quality head part, such as the CHD-07-VEN, very early. It's light, its mapping is useful, and its radar functions are good enough that you won't need to buy separate back-mounted radar.

CHD-01-ATE



Price	15,000
Manufacturer	Crest
Weight	120
Energy Drain	350
Armor Points	780
Defensive Points	303
Com Type	Rough

Description Stable, well-balanced head part

MHD-MM/003



Price	43,500
Manufacturer	Mirage
Weight	141
Energy Drain	657
Armor Points	892
Defensive Points	397
Com Type	Standard

Description Head part with good energy defense

CHD-04-YIV



Price	28,000
Manufacturer	Crest
Weight	135
Energy Drain	243
Armor Points	865
Defensive Points	367
Com Type	Standard

Description Good overall performance, no radar

MHD-RE/005



Price	22,500
Manufacturer	Mirage
Weight	234
Energy Drain	216
Armor Points	1000
Defensive Points	368
Com Type	Detailed

Description Close-range, basic performance model

MHD-RE/008



Price	59,000
Manufacturer	Mirage
Weight	187
Energy Drain	439
Armor Points	911
Defensive Points	341
Com Type	Rough

Description Improved version of the MHD-RE/005

CHD-06-OVE



Price	67,200
Manufacturer	Crest
Weight	166
Energy Drain	374
Armor Points	803
Defensive Points	261
Com Type	Rough

Description Exceptional heat-defense and cooling

CHD-02-TIE



Price	29,500
Manufacturer	Crest
Weight	156
Energy Drain	457
Armor Points	788
Defensive Points	295
Com Type	Standard

Description Improved version of the CHD-01-ATE

MHD-MM/004



Price	64,100
Manufacturer	Mirage
Weight	255
Energy Drain	333
Armor Points	956
Defensive Points	279
Com Type	Standard

Description Good multipurpose functionality

CHD-SKYEYE



Price	41,000
Manufacturer	Crest
Weight	148
Energy Drain	534
Armor Points	840
Defensive Points	330
Com Type	Detailed

Description Highly stable Crest masterpiece

MHD-SS/CRUST



Price	33,800
Manufacturer	Mirage
Weight	378
Energy Drain	711
Armor Points	956
Defensive Points	454
Com Type	Rough

Description Heavy armor, superior defense model

MHD-MX/RACHIS



Price	54,000
Manufacturer	Mirage
Weight	353
Energy Drain	277
Armor Points	975
Defensive Points	350
Com Type	Detailed

Description Highly stable Mirage masterpiece

CHD-07-VEN



Price	53,200
Manufacturer	Crest
Weight	145
Energy Drain	865
Armor Points	692
Defensive Points	306
Com Type	Detailed

Description Multifunction, radar-equipped model

HEAD PART COMPARISON TABLE

Part Name	Price	Manufacturer	Weight	Energy Drain	Armor Points	Def Shell	Def Energy	Cooling	Com Type	Com Voice	System Rec.
CHD-01-ATE	15,000	Crest	120	350	780	154	149	204	Rough	F	Mid
MHD-MM/003	43,500	Mirage	141	657	892	165	232	25	Standard	M	Mid
CHD-04-YIV	28,000	Crest	135	243	865	201	166	449	Standard	F	Mid
MHD-RE/005	22,500	Mirage	234	216	1000	196	172	388	Detailed	M	High
MHD-RE/008	59,000	Mirage	187	439	911	192	149	164	Rough	F	High
CHD-06-OVE	67,200	Crest	166	374	803	129	132	505	Rough	M	High
CHD-02-TIE	29,500	Crest	156	457	788	141	154	58	Standard	F	Mid
MHD-MM/004	64,100	Mirage	255	333	956	133	146	25	Standard	M	Mid
CHD-SKYEYE	41,000	Crest	148	534	840	177	153	100	Detailed	F	High
MHD-SS/CRUST	33,800	Mirage	378	711	956	246	208	242	Rough	M	Low
MHD-MX/RACHIS	54,000	Mirage	353	277	975	160	190	80	Detailed	F	High
CHD-07-VEN	53,200	Crest	145	865	692	104	202	122	Detailed	M	High

Inventory: Core

It's important to buy a core that matches the overall size Armored Core you want to build. Choose a big, durable core for a heavy AC, or a featherweight core for a light AC.

Also, consider whether you want an AC with overboost and built-in missile defenses, or an AC with a deployable extra weapon (an EO).

CORE PART COMPARISON TABLE

Part Name	Price	Manufacturer	Weight	Energy Drain	Armor Points	Def Shell	Def Energy	Cooling	Max Weight	VS MG Response	VS MG Range
CCM-00-STO	61,000	Crest	1,105	1,043	2,820	580	505	368	3,558	55	125
MCM-MX/002	80,000	Mirage	1,016	1,100	2,643	530	560	444	3,302	—	—
CCL-01-NER	88,000	Crest	788	1,310	2,320	491	428	356	3,141	48	100
MCL-SS/ORCA	114,000	Mirage	890	1,553	2,150	470	466	273	3,024	—	—
CCH-0V-IKS	139,000	Crest	1,502	879	3,166	664	610	733	4,077	38	150
MCH-MX/GRP	72,000	Mirage	1,378	992	3,003	630	543	407	3,813	—	—

CCM-00-STO



Price 61,000
Manufacturer Crest
Weight 1,105
Energy Drain 1,043
Armor Points 2,820
Defensive Points 1,085
Max Weight 3,558

Description Crest's general-purpose model

MCM-MX/002



Price 80,000
Manufacturer Mirage
Weight 1,016
Energy Drain 1,100
Armor Points 2,643
Defensive Points 1,090
Max Weight 3,302

Description Mirage's standard, high-AP model

CCL-01-NER



Price 88,000
Manufacturer Crest
Weight 788
Energy Drain 1,310
Armor Points 2,320
Defensive Points 919
Max Weight 3,141

Description Powerful OB thrust, but lacks defense

MCL-SS/ORCA



Price 114,000
Manufacturer Mirage
Weight 890
Energy Drain 1,553
Armor Points 2,150
Defensive Points 936
Max Weight 3,024

Description Many option slots and very expandable

CCH-0V-IKS



Price 139,000
Manufacturer Crest
Weight 1,502
Energy Drain 879
Armor Points 3,166
Defensive Points 1,274
Max Weight 4,077

Description Provides exceptional AP and DEF

MCH-MX/GRP



Price 72,000
Manufacturer Mirage
Weight 1,378
Energy Drain 992
Armor Points 3,003
Defensive Points 1,173
Max Weight 3,813

Description Heavy model stressing AP and DEF

Map Type	Bio Sensor	ECM Canceler	Radar Function	Radar Range	Radar Type	Scanning Interval	Defensive Points
No Memory	Provided	None	None	—	—	—	303
No Memory	None	Provided	Provided	490	Standard	80	397
Area & Place Name	None	None	None	—	—	—	367
No Memory	None	None	None	—	—	—	368
No Memory	Provided	None	Provided	290	Standard	74	341
Area & Place Name	None	Provided	None	—	—	—	261
Area & Place Name	None	Provided	Provided	440	Standard	48	295
No Memory	Provided	None	Provided	540	Standard	30	279
Area & Place Name	None	None	Provided	360	Standard	66	330
No Memory	None	Provided	None	—	—	—	454
Area & Place Name	Provided	None	Provided	560	Standard	56	350
Area & Place Name	Provided	Provided	Provided	940	Standard	15	306

Option Slots	Core Type	OB Power	OB Energy Drain	EO Attack Power	EO Ammo Amount	EO Ammo Type	EO Ammo Heat	EO Reload Time	EO Usage Drain	EO Range	Discharge Heat	Defensive Points
12	OB	2,670	9,600	—	—	—	—	—	—	—	1,200	1,085
16	EO	—	—	450	50	Energy	12	30	2,800	850	146	1,090
14	OB	3,000	10,140	—	—	—	—	—	—	—	980	919
20	EO	—	—	123	100	Energy	8	5	884	300	86	936
10	OB	2,300	8,000	—	—	—	—	—	—	—	1,810	1,274
8	EO	—	—	1,450	15	Energy	18	122	5,450	570	142	1,173

Inventory: Arms

Arms come in two varieties: standard (humanoid) or weapon. Standard arms can hold weapons in each hand; weapon arms hold nothing. If you want to use a laser blade or a left-arm shield, you need standard arms.

STANDARD ARMS

Standard arms offer the greatest weapon and equipment flexibility, but they can be heavy. If you're building a heavy AC, you want heavy arm parts with excellent armor and defense. Light ACs will want smaller arm parts or weapon arms.

CAM-10-XB



Price 15,500
Manufacturer Crest
Weight 1,228
Energy Drain 1,006
Armor Points 1,670
Defensive Points 698
Cooling 245

Description Standard model; heavy but stable

CAM-11-SOL



Price 19,000
Manufacturer Crest
Weight 1,054
Energy Drain 877
Armor Points 1,635
Defensive Points 660
Cooling 299

Description Lighter version of the CAM-10-XB

MAM-MX/REE



Price 23,000
Manufacturer Mirage
Weight 1,400
Energy Drain 1,510
Armor Points 1,743
Defensive Points 758
Cooling 114

Description High AP and energy defense model

MAM-SS/ALS



Price 37,000
Manufacturer Mirage
Weight 1,347
Energy Drain 1,210
Armor Points 1,564
Defensive Points 732
Cooling 95

Description Highly stable Mirage masterpiece

CAM-01-MHL



Price 30,000
Manufacturer Crest
Weight 1,243
Energy Drain 974
Armor Points 1,780
Defensive Points 672
Cooling 354

Description Close-range, high-shell DEF model

CAL-44-EAS



Price 28,000
Manufacturer Crest
Weight 714
Energy Drain 1,222
Armor Points 1,490
Defensive Points 564
Cooling 282

Description Lightest arm part; very mobile

MAL-GALE



Price 36,800
Manufacturer Mirage
Weight 853
Energy Drain 940
Armor Points 1,602
Defensive Points 631
Cooling 549

Description Top-notch energy defense and cooling

MAL-RE/REX



Price 39,000
Manufacturer Mirage
Weight 895
Energy Drain 682
Armor Points 1,654
Defensive Points 395
Cooling 245

Description High AP offsets low DEF ratings

CAL-MARTE



Price 56,000
Manufacturer Crest
Weight 914
Energy Drain 857
Armor Points 1,550
Defensive Points 597
Cooling 120

Description Crest's answer to Mirage's MAL-RE/REX

CAH-22-NIX



Price 39,500
Manufacturer Crest
Weight 1,612
Energy Drain 1,258
Armor Points 1,835
Defensive Points 835
Cooling 102

Description Stable, high-defense arm model

MAH-RE/GG



Price 54,400
Manufacturer Mirage
Weight 1,788
Energy Drain 1,299
Armor Points 1,920
Defensive Points 1,000
Cooling 715

Description Close-range, heat-resistant model

CAH-23-XB1



Price 34,000
Manufacturer Crest
Weight 1,726
Energy Drain 1,374
Armor Points 1,880
Defensive Points 924
Cooling 337

Description Highly stable Crest masterpiece

MAH-SS/CASK



Price 42,100
Manufacturer Mirage
Weight 2,120
Energy Drain 1,415
Armor Points 1,990
Defensive Points 1,142
Cooling 166

Description Provides excellent AP and defense

STANDARD ARMS COMPARISON TABLE

Part Name	Price	Manufacturer	Weight	Energy Drain
CAM-10-XB	15,500	Crest	1,228	1,006
CAM-11-SOL	19,000	Crest	1,054	877
MAM-MX/REE	23,000	Mirage	1,400	1,510
MAM-SS/ALS	37,000	Mirage	1,347	1,210
CAM-01-MHL	30,000	Crest	1,243	974
CAL-44-EAS	28,000	Crest	714	1,222
MAL-GALE	36,800	Mirage	853	940
MAL-RE/REX	39,000	Mirage	895	682
CAL-MARTE	56,000	Crest	914	857
CAH-22-NIX	39,500	Crest	1,612	1,258
MAH-RE/GG	54,400	Mirage	1,788	1,299
CAH-23-XB1	34,000	Crest	1,726	1,374
MAH-SS/CASK	42,100	Mirage	2,120	1,415

WEAPON ARMS

Weapon arms prevent you from using right-arm or left-arm extensions, but they allow your AC to carry heavy weapons at a reasonable weight cost. Even the heaviest ACs will be tempted by heavy-hitting weapon arms like the CAW-DC-03.

CAW-DMG-0204



Price 48,000
Manufacturer Crest
Weight 1,180
Energy Drain 74
Armor Points 690
Attack Power 200: 200
Ammo Amount 360

Description Variable firing rate machine gun

CAW-DS48-01



Price 57,000
Manufacturer Crest
Weight 730
Energy Drain 420
Armor Points 940
Attack Power 780: 780
Ammo Amount 48

Description Variable launch missile model

MAW-DHM68/04



Price 68,100
Manufacturer Mirage
Weight 1,275
Energy Drain 377
Armor Points 1,202
Attack Power 520: 780
Ammo Amount 68

Description Toggle missile type: heat/small

CAW-DVG36-01



Price 84,000
Manufacturer Crest
Weight 1,714
Energy Drain 532
Armor Points 834
Attack Power 780: 780
Ammo Amount 36

Description Toggle missile type: vertical/torpedo

CAW-DBZ-48



Price 96,300
Manufacturer Crest
Weight 1,560
Energy Drain 99
Armor Points 1,550
Attack Power 1,500: 1,500
Ammo Amount 48

Description Toggle bazooka: no. of rounds fired

CAW-DC-03



Price 88,000
Manufacturer Crest
Weight 1,830
Energy Drain 233
Armor Points 910
Attack Power 3,400: 3,400
Ammo Amount 20

Description Toggle cannon: firing style

CAW-DHZ-36



Price 52,500
Manufacturer Crest
Weight 1,700
Energy Drain 136
Armor Points 1,210
Attack Power 410: 1,050
Ammo Amount 80

Description Toggle howitzer: no. of rounds fired

MAW-DLC/POWER



Price 82,200
Manufacturer Mirage
Weight 1,666
Energy Drain 604
Armor Points 888
Attack Power 2,335: 1,240
Ammo Amount 48

Description Toggle laser cannon: shot strength

MAW-DSL/FIN



Price 53,300
Manufacturer Mirage
Weight 1,093
Energy Drain 611
Armor Points 1,090
Attack Power 160: 300
Ammo Amount 180

Description Toggle spread laser: rounds fired

Armor Points	Def Shell	Def Energy	Cooling	Energy Supply	Recoil Control	Reaction Speed	Defensive Points
1,670	356	342	245	85	279	600	698
1,635	332	328	299	110	284	700	660
1,743	305	453	114	130	280	400	758
1,564	358	374	95	105	276	700	732
1,780	433	239	354	100	330	500	672
1,490	288	276	282	100	300	600	564
1,602	229	402	549	90	285	600	631
1,654	201	194	245	120	274	500	395
1,550	304	293	120	95	288	1,400	597
1,835	475	360	102	110	295	700	835
1,920	482	518	715	100	330	600	1,000
1,880	515	409	337	90	330	600	924
1,990	654	488	166	125	300	800	1,142

WEAPON ARMS COMPARISON TABLE

Part Name	Price	Manufacturer	Weight	Energy Drain	Armor Points	Cooling	Weapon Lock	Attack Power
CAW-DMG-0204	48,000	Crest	1,180	74	690	536	Wide & Shallow	200:200
CAW-DS48-01	57,000	Crest	730	420	940	233	Standard	780:780
MAW-DHM68/04	68,100	Mirage	1,275	377	1,202	411	Standard	520:780
CAW-DVG36-01	84,000	Crest	1,714	532	834	365	Standard	780:780
CAW-DBZ-48	96,300	Crest	1,560	99	1,550	257	Narrow & Deep	1,500:1,500
CAW-DC-03	88,000	Crest	1,830	233	910	98	Narrow & Deep	3,400:3,400
CAW-DHZ-36	52,500	Crest	1,700	136	1,210	66	Standard	410:1,050
MAW-DLC/POWER	82,200	Mirage	1,666	604	888	338	Narrow & Deep	2,335:1,240
MAW-DSL/FIN	53,300	Mirage	1,093	611	1,090	657	Special	160:300

Inventory: Legs

Legs come in the following varieties: bipedal (humanoid), reverse-jointed, quadruped, hover, and tank.

The first three leg types require a booster. The hover and tank leg types have integrated jets and cannot be used in conjunction with a booster.

BIPEDAL LEGS

Bipedal legs come in a variety of sizes and weights. They offer a good range of movement options and good agility, although their speed tends to be limited.

CLM-01-EDF



Price 25,000
Manufacturer Crest
Weight 1,888
Armor Points 3,050
Defensive Points 996
Max Weight 4,905
Movement Ability 280

Description Inexpensive, standard leg model

MLM-MM/ORDER



Price 29,500
Manufacturer Mirage
Weight 1,994
Armor Points 3,238
Defensive Points 1,085
Max Weight 5,097
Movement Ability 277

Description Competes with the CLM-01-EDF

CLM-02-SNSK



Price 45,600
Manufacturer Crest
Weight 2,309
Armor Points 3,386
Defensive Points 1,123
Max Weight 5,252
Movement Ability 275

Description Highly stable Crest masterpiece

MLM-SS/ORC



Price 49,000
Manufacturer Mirage
Weight 2,555
Armor Points 3,500
Defensive Points 1,167
Max Weight 5,384
Movement Ability 267

Description Emphasizes energy defense and cooling

MLM-MX/066



Price 30,300
Manufacturer Mirage
Weight 1,874
Armor Points 3,405
Defensive Points 1,044
Max Weight 4,982
Movement Ability 275

Description High-mobility leg model

CLM-03-SRVT



Price 35,000
Manufacturer Crest
Weight 2,403
Armor Points 3,624
Defensive Points 1,093
Max Weight 5,193
Movement Ability 270

Description Leg model stressing shell defense

CLL-01-FKST



Price 72,000
Manufacturer Crest
Weight 1,675
Armor Points 2,855
Defensive Points 982
Max Weight 4,377
Movement Ability 425

Description Good mobility and decent AP

MLL-SS/1001



Price 54,000
Manufacturer Mirage
Weight 1,790
Armor Points 3,023
Defensive Points 950
Max Weight 4,232
Movement Ability 436

Description A competitor of the CLL-01-FKST

MLL-MX/EDGE



Price 110,000
Manufacturer Mirage
Weight 1,892
Armor Points 2,216
Defensive Points 884
Max Weight 4,609
Movement Ability 445

Description Long-range, mid-load capacity model

Ammo Heat	Range	Maximum Lock	Reload Time	Ammo Amount	Ammo Type	Ammo Price	Usage Drain
56:56	440:440	1:1	10:6	360	Solid	58	—
10:10	450:450	1:1	41:41	48	Solid	260	—
640:186	510:510	4:4	46:46	68	Solid	130	—
145:145	600:600	1:1	84:84	36	Solid	1,125	—
320:320	760:760	1:1	45:45	48	Solid	200	—
742:742	1,147:1,147	1:1	180:110	20	Solid	1,750	—
278:606	900:900	—	74:74	80	Solid	340	—
24:24	415:415	1:1	74:74	48	Energy	—	6,800:2,400
10:10	200:350	1:1	10:28	180	Energy	—	1,200:1,500

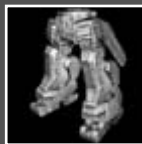
CLL-HUESO



Price 35,800
Manufacturer Crest
Weight 1,500
Armor Points 2,793
Defensive Points 916
Max Weight 3,989
Movement Ability 452

Description Lighter prototype of the CLL-01-FKST

CLH-XV-MSGR



Price 31,000
Manufacturer Crest
Weight 2,777
Armor Points 3,540
Defensive Points 1,246
Max Weight 6,184
Movement Ability 160

Description Good close-in model; inexpensive

CMH-STIFF



Price 75,000
Manufacturer Crest
Weight 3,064
Armor Points 3,602
Defensive Points 1,236
Max Weight 6,422
Movement Ability 155

Description High load capacity and good cooling

MLH-MX/VOLAR



Price 44,600
Manufacturer Mirage
Weight 3,146
Armor Points 3,710
Defensive Points 1,303
Max Weight 6,909
Movement Ability 151

Description Highly stable Mirage masterpiece

MLH-SS/RS



Price 64,200
Manufacturer Mirage
Weight 3,478
Armor Points 3,800
Defensive Points 1,386
Max Weight 7,501
Movement Ability 148

Description Best two-leg armor and load capacity

REVERSE-JOINTED LEGS

Reverse-jointed legs are much like bipedal legs. They are reasonably fast and capable of carrying moderate loads.

CLB-44-AKS



Price 17,000
Manufacturer Crest
Weight 2,480
Armor Points 3,095
Defensive Points 978
Max Weight 4,613
Movement Ability 304

Description Standard reverse-joint leg model

MLB-SS/FLUID



Price 32,200
Manufacturer Mirage
Weight 2,910
Armor Points 3,320
Defensive Points 1,058
Max Weight 5,082
Movement Ability 322

Description Well-balanced CLB-44-AKS competitor

CLB-SOLID



Price	21,100
Manufacturer	Crest
Weight	2,090
Armor Points	2,940
Defensive Points	918
Max Weight	4,816
Movement Ability	328

Description Lightest reverse-joint leg model

CLB-33-NMU



Price	45,000
Manufacturer	Crest
Weight	2,977
Armor Points	3,500
Defensive Points	1,147
Max Weight	5,782
Movement Ability	223

Description Enhanced version of the CLB-SOLID

MLB-MX/004



Price	45,000
Manufacturer	Mirage
Weight	3,220
Armor Points	3,705
Defensive Points	1,226
Max Weight	5,691
Movement Ability	214

Description Stable leg model with respectable AP

QUADRUPED LEGS

Quadruped legs can carry a heavy load and maintain agility.

MLF-RE/005



Price	37,000
Manufacturer	Mirage
Weight	2,150
Armor Points	2,855
Defensive Points	1,157
Max Weight	4,116
Movement Ability	479

Description Standard, highly mobile quadruped

MLF-MX/KNOT



Price	44,200
Manufacturer	Mirage
Weight	2,400
Armor Points	3,150
Defensive Points	1,030
Max Weight	5,197
Movement Ability	425

Description Enhanced version of the MLF-RE/005

CLF-DS-SEV



Price	69,000
Manufacturer	Crest
Weight	1,890
Armor Points	2,576
Defensive Points	1,052
Max Weight	4,554
Movement Ability	489

Description Lightweight, emphasizing mobility

CLF-D1-ILC



Price	55,000
Manufacturer	Crest
Weight	2,573
Armor Points	3,386
Defensive Points	1,022
Max Weight	5,012
Movement Ability	437

Description Best cooling of all quadrupeds

CLF-D2-ROG



Price	82,700
Manufacturer	Crest
Weight	2,880
Armor Points	3,402
Defensive Points	877
Max Weight	5,366
Movement Ability	396

Description A well-armored, heavy-load quadruped

HOVER LEGS

We're partial to hover legs. They couple excellent weight-bearing capacity with good speed and maneuverability. As an added bonus, they can float, making water-based missions infinitely easier.

We use hover legs for all sizes of AC.

MLR-RE/EGA



Price	47,600
Manufacturer	Mirage
Weight	1,945
Armor Points	3,560
Defensive Points	935
Max Weight	4,801
Movement Ability	615

Description Well-suited for long, mobile battles

MLR-MX/QUAIL



Price	20,500
Manufacturer	Mirage
Weight	1,600
Armor Points	3,075
Defensive Points	826
Max Weight	4,494
Movement Ability	520

Description Highly mobile hover leg model

MLR-SS/REM



Price	39,000
Manufacturer	Mirage
Weight	2,520
Armor Points	2,560
Defensive Points	946
Max Weight	5,276
Movement Ability	532

Description Respectable speed and load capacity

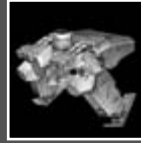
MLR-MM/PETAL



Price	87,000
Manufacturer	Mirage
Weight	1,660
Armor Points	3,122
Defensive Points	749
Max Weight	3,944
Movement Ability	681

Description Exceptionally fast, good mobility

CLR-00-MAK



Price	58,000
Manufacturer	Crest
Weight	2,114
Armor Points	3,203
Defensive Points	944
Max Weight	4,999
Movement Ability	633

Description A fine example of Crest workmanship

TANK LEGS

When you want to build an exceptionally heavy AC bristling with weapons, the only option is tank legs. These legs will bear just about any burden. We prefer lighter tank legs. Unless your AC practically crushes the scales, lighter tank legs still support the load and are more maneuverable than heavy ones.

CLC-03-MLKS



Price	15,000
Manufacturer	Crest
Weight	4,100
Armor Points	3,800
Defensive Points	1,273
Max Weight	6,880
Movement Ability	255

Description Low mobility, but balanced overall

CLC-SHUT



Price	25,500
Manufacturer	Crest
Weight	3,027
Armor Points	3,735
Defensive Points	1,281
Max Weight	7,375
Movement Ability	273

Description Low energy drain for a tread model

MLC-RE/3003



Price	36,000
Manufacturer	Mirage
Weight	2,922
Armor Points	3,640
Defensive Points	1,281
Max Weight	5,415
Movement Ability	330

Description Respectable Def ratings, and mobile

MLC-TRIDENT



Price	57,000
Manufacturer	Mirage
Weight	3,055
Armor Points	3,727
Defensive Points	1,333
Max Weight	7,860
Movement Ability	290

Description Excellent cooling and load ratings

CLC-D3TA



Price	68,000
Manufacturer	Crest
Weight	3,620
Armor Points	3,843
Defensive Points	1,433
Max Weight	8,600
Movement Ability	250

Description Best tread model AP and load capacity



BIPEDAL LEGS COMPARISON TABLE

Part Name	Price	Manufacturer	Max Weight	Weight	Energy Drain	Stationary Drain	Armor Points	Def Shell
CLM-01-EDF	25,000	Crest	4,905	1,888	1,844	560	3,050	502
MLM-MM/ORDER	29,500	Mirage	5,097	1,994	1,725	642	3,238	556
CLM-02-SNSK	45,600	Crest	5,252	2,309	1,864	690	3,386	580
MLM-SS/ORC	49,000	Mirage	5,384	2,555	2,850	1,352	3,500	501
MLM-MX/066	30,300	Mirage	4,982	1,874	2,644	735	3,405	520
CLM-03-SRVT	35,000	Crest	5,193	2,403	1,620	650	3,624	688
CLL-01-FKST	72,000	Crest	4,377	1,675	2,894	838	2,855	500
MLL-SS/1001	54,000	Mirage	4,232	1,790	2,446	907	3,023	447
MLL-MX/EDGE	110,000	Mirage	4,609	1,892	3,056	583	2,216	422
CLL-HUESO	35,800	Crest	3,989	1,500	2,346	627	2,793	504
CLH-XV-MSGR	31,000	Crest	6,184	2,777	2,010	672	3,540	679
CMH-STIFF	75,000	Crest	6,422	3,064	2,124	972	3,602	654
MLH-MX/VOLAR	44,600	Mirage	6,909	3,146	2,200	864	3,710	703
MLH-SS/RS	64,200	Mirage	7,501	3,478	2,410	1,112	3,800	756

REVERSE-JOINTED LEGS COMPARISON TABLE

Part Name	Price	Manufacturer	Max Weight	Weight	Energy Drain	Stationary Drain	Armor Points	Def Shell
CLB-44-AKS	17,000	Crest	4,613	2,480	1,412	198	3,095	527
MLB-SS/FLUID	32,200	Mirage	5,082	2,910	1,456	372	3,320	590
CLB-SOLID	21,100	Crest	4,816	2,090	1,685	484	2,940	472
CLB-33-NMU	45,000	Crest	5,782	2,977	1,515	340	3,500	622
MLB-MX/004	45,000	Mirage	5,691	3,220	1,848	470	3,705	654

QUADRUPED LEGS COMPARISON TABLE

Part Name	Price	Manufacturer	Max Weight	Weight	Energy Drain	Stationary Drain	Armor Points	Def Shell
MLF-RE/005	37,000	Mirage	4,116	2,150	2,910	2,160	2,855	553
MLF-MX/KNOT	44,200	Mirage	5,197	2,400	3,058	1,985	3,150	476
CLF-DS-SEV	69,000	Crest	4,554	1,890	3,325	1,660	2,576	428
CLF-D1-ILC	55,000	Crest	5,012	2,573	4,010	2,973	3,386	524
CLF-D2-ROG	82,700	Crest	5,366	2,880	3,699	3,320	3,402	425

HOVER LEGS COMPARISON TABLE

Part Name	Price	Manufacturer	Max Weight	Weight	Energy Drain	Stationary Drain	Armor Points	Def Shell
MLR-RE/EGA	47,600	Mirage	4,801	1,945	2,840	2,703	3,560	480
MLR-MX/QUAIL	20,500	Mirage	4,494	1,600	1,620	1,477	3,075	424
MLR-SS/REM	39,000	Mirage	5,276	2,520	1,956	1,907	2,560	522
MLR-MM/PETAL	87,000	Mirage	3,944	1,660	2,364	1,220	3,122	356
CLR-00-MAK	58,000	Crest	4,999	2,114	2,123	1,665	3,203	505

TANK LEGS COMPARISON TABLE

Part Name	Price	Manufacturer	Max Weight	Weight	Energy Drain	Stationary Drain	Armor Points	Def Shell
CLC-03-MLKS	15,000	Crest	6,880	4,100	978	300	3,800	770
CLC-SHUT	25,500	Crest	7,375	3,027	1,115	329	3,735	740
MLC-RE/3003	36,000	Mirage	5,415	2,922	3,120	2,320	3,640	666
MLC-TRIDENT	57,000	Mirage	7,860	3,055	2,888	920	3,727	688
CLC-D3TA	68,000	Crest	8,600	3,620	2,600	1,315	3,843	800

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Def Energy	Cooling	Moving Ability	Turning Speed	Jump	Braking	Landing Stability	Def Stability	Defensive Points
494	354	280	118	Provided	100	1,007	900	996
529	402	277	115	Provided	92	1,018	1,106	1,085
543	485	275	110	Provided	110	1,221	1,320	1,123
666	783	267	114	Provided	110	1,200	1,200	1,167
524	590	275	120	Provided	100	1,000	1,187	1,044
405	302	270	112	Provided	108	1,700	1,612	1,093
482	783	425	110	Provided	94	1,057	865	982
503	894	436	119	Provided	88	854	670	950
462	333	445	120	Provided	90	1,032	847	884
412	644	452	145	Provided	140	674	593	916
567	666	160	110	Provided	100	2,150	2,520	1,246
582	1,010	155	107	Provided	140	3,133	1,480	1,236
600	584	151	109	Provided	118	2,953	2,744	1,303
630	366	148	106	Provided	125	3,245	3,008	1,386

Def Energy	Cooling	Moving Ability	Turning Speed	Jump	Braking	Landing Stability	Def Stability	Defensive Points
451	204	304	114	Provided	105	1,888	1,688	978
468	150	322	122	Provided	89	2,160	1,756	1,058
446	716	328	130	Provided	115	1,804	1,765	918
525	289	223	110	Provided	108	2,800	2,870	1,147
572	369	214	108	Provided	100	3,190	3,015	1,226

Def Energy	Cooling	Moving Ability	Turning Speed	Jump	Braking	Landing Stability	Def Stability	Defensive Points
604	1,210	479	136	Provided	124	2,245	1,077	1,157
554	1,424	425	129	Provided	124	2,618	1,243	1,030
624	1,502	489	120	Provided	117	2,643	2,450	1,052
498	1,633	437	124	Provided	110	2,080	1,840	1,022
452	1,050	396	118	Provided	123	2,400	2,046	877

Def Energy	Cooling	Moving Ability	Turning Speed	Jump	Braking	Landing Stability	Def Stability	Defensive Points
455	1,524	615	129	None	104	740	1,322	935
402	555	520	145	None	102	684	997	826
424	592	532	133	None	216	817	1,100	946
393	793	681	125	None	94	1,094	1,135	749
439	965	633	121	None	182	908	1,407	944

Def Energy	Cooling	Moving Ability	Turning Speed	Jump	Braking	Landing Stability	Def Stability	Defensive Points
503	603	255	127	None	311	4,015	4,025	1,273
541	404	273	122	None	300	4,520	4,435	1,281
615	576	330	140	None	255	630	941	1,281
645	1,303	290	136	None	280	3,020	1,630	1,333
633	894	250	117	None	388	4,942	5,100	1,433

Inventory: Booster

Boosters are required equipment for ACs with bipedal, reverse-jointed, and quadruped legs. Pick a high-quality booster for light ACs; the extra flying speed and distance helps you avoid enemy fire.

CBT-00-UN1



Price 11,000
Manufacturer Crest
Weight 200
Energy Drain 27
Boost Power 9,800
Charge Drain 4,340

Description Carryover from early AC development

CBT-01-UN4



Price 13,500
Manufacturer Crest
Weight 164
Energy Drain 35
Boost Power 13,000
Charge Drain 4,420

Description Enhanced version of the CBT-00-UN1

MBT-OX/002



Price 45,000
Manufacturer Mirage
Weight 230
Energy Drain 30
Boost Power 17,300
Charge Drain 4,600

Description Promising new Mirage booster model

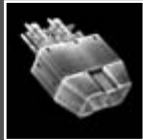
MBT-OX/E9



Price 31,700
Manufacturer Mirage
Weight 185
Energy Drain 37
Boost Power 14,800
Charge Drain 3,500

Description Efficient for long battles

CBT-FLEET



Price 44,000
Manufacturer Crest
Weight 355
Energy Drain 40
Boost Power 19,900
Charge Drain 6,990

Description Boost power allows for quick movement

MBT-NI/MARE



Price 82,800
Manufacturer Mirage
Weight 300
Energy Drain 85
Boost Power 18,300
Charge Drain 5,350

Description Highly stable Mirage masterpiece

CBT-DRAKE



Price 51,000
Manufacturer Crest
Weight 177
Energy Drain 38
Boost Power 7,100
Charge Drain 2,900

Description A good choice for aerial combatants

BOOSTER PART COMPARISON TABLE

Part Name	Price	Manufacturer	Weight	Energy Drain	Boost Power	Charge Drain
CBT-00-UN1	11,000	Crest	200	27	9,800	4,340
CBT-01-UN4	13,500	Crest	164	35	13,000	4,420
MBT-OX/002	45,000	Mirage	230	30	17,300	4,600
MBT-OX/E9	31,700	Mirage	185	37	14,800	3,500
CBT-FLEET	44,000	Crest	355	40	19,900	6,990
MBT-NI/MARE	82,800	Mirage	300	85	18,300	5,350
CBT-DRAKE	51,000	Crest	177	38	7,100	2,900

Inventory: FCS

Get the best FCS you can afford. The FCS determines how quickly you get a target lock and at what distance; it also plays a factor in how accurately your weapons fire. We recommend the VREX-F/ND-8 for just about any AC type.

VREX-ST-1



Price 10,000
Manufacturer Crest
Weight 14
Energy Drain 22
Maximum Lock 2
Lock Speed 37
Lock Type Standard

Description Two locks max, single target

AOX-F/ST-6



Price 22,800
Manufacturer Mirage
Weight 14
Energy Drain 24
Maximum Lock 6
Lock Speed 35
Lock Type Standard

Description Enhanced VREX-ST-1, six locks max

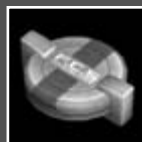
VREX-ST-12



Price 16,800
Manufacturer Crest
Weight 16
Energy Drain 24
Maximum Lock 12
Lock Speed 46
Lock Type Standard

Description Twelve locks max, multitarget

VREX-WS-1



Price 20,400
Manufacturer Crest
Weight 8
Energy Drain 12
Maximum Lock 1
Lock Speed 33
Lock Type Wide and Shallow

Description One lock max, single target

AOX-X/WS-3



Price 35,400
Manufacturer Mirage
Weight 10
Energy Drain 19
Maximum Lock 3
Lock Speed 38
Lock Type Wide and Shallow

Description Three locks max, single target

AOX-ANA



Price 72,000
Manufacturer Mirage
Weight 21
Energy Drain 85
Maximum Lock 6
Lock Speed 38
Lock Type Wide and Shallow

Description Six locks max, multitarget

VREX-ND-2



Price 88,000
Manufacturer Crest
Weight 18
Energy Drain 75
Maximum Lock 2
Lock Speed 31
Lock Type Narrow and Deep

Description Two locks max, longest sight range

VREX-F/ND-8



Price 119,000
Manufacturer Crest
Weight 22
Energy Drain 55
Maximum Lock 8
Lock Speed 26
Lock Type Narrow and Deep

Description Eight locks max, revised VREX-ND-2

PLS-EMA



Price 47,000
Manufacturer Kisaragi
Weight 10
Energy Drain 19
Maximum Lock 4
Lock Speed 41
Lock Type Lengthways

Description Four locks max, vertical lock type

PLS-ROA



Price 53,000
Manufacturer Kisaragi
Weight 18
Energy Drain 37
Maximum Lock 10
Lock Speed 40
Lock Type Sideways

Description Ten locks max, horizontal lock type

FCS PART COMPARISON TABLE

Part Name	Price	Manufacturer	Weight	Energy Drain	Lock Type	Target	Maximum Lock	Lock Speed	Sight Range	Precision
VREX-ST-1	10,000	Crest	14	22	Standard	Single	2	37	338	8
AOX-F/ST-6	22,800	Mirage	14	24	Standard	Multi	6	35	461	8
VREX-ST-12	16,800	Crest	16	24	Standard	Multi	12	46	550	6
VREX-WS-1	20,400	Crest	8	12	Wide & Shallow	Single	1	33	287	8
AOX-X/WS-3	35,400	Mirage	10	19	Wide & Shallow	Single	3	38	326	8
AOX-ANA	72,000	Mirage	21	85	Wide & Shallow	Multi	6	38	407	6
VREX-ND-2	88,000	Crest	18	75	Narrow & Deep	Single	2	31	1145	6
VREX-F/ND-8	119,000	Crest	22	55	Narrow & Deep	Single	8	26	751	4
PLS-EMA	47,000	Kisaragi	10	19	Lengthways	Multi	4	41	481	8
PLS-ROA	53,000	Kisaragi	18	37	Sideways	Multi	10	40	481	8

Inventory: Generator

If you do lots of jetting and your AC uses energy weapons, you need a heavy-duty generator. If you jet infrequently and use solid projectile weapons, your needs are substantially less. But if you have to wait very long to use energy weapons or jets because your AC ran low on energy, you definitely need a better generator.

CGP-ROV6



Price 19,500
Manufacturer Crest
Weight 300
Energy Output 6,000
Maximum Charge 28,000
Redzone 6,800
Calorific Value 1,920

Description Low capacity and a wide red zone

CGP-ROV10



Price 23,500
Manufacturer Crest
Weight 240
Energy Output 6,560
Maximum Charge 38,000
Redzone 4,000
Calorific Value 2,900

Description Improved version of the CGP-ROV6

MGP-VE8



Price 32,000
Manufacturer Mirage
Weight 284
Energy Output 6,800
Maximum Charge 33,000
Redzone 5,300
Calorific Value 3,892

Description Competitor of the CGP-ROV6

KGP-ZS4



Price 33,000
Manufacturer Kisaragi
Weight 238
Energy Output 7,700
Maximum Charge 33,000
Redzone 4,000
Calorific Value 4,777

Description A solidly designed Kisaragi model

MGP-VE905



Price 49,000
Manufacturer Mirage
Weight 348
Energy Output 9,943
Maximum Charge 34,000
Redzone 3,000
Calorific Value 3,760

Description Respectable output and a quality part

CGP-ROZ



Price 54,000
Manufacturer Crest
Weight 450
Energy Output 10,500
Maximum Charge 42,000
Redzone 2,200
Calorific Value 3,914

Description A model designed for heavy ACs

KGP-ZSV



Price 66,000
Manufacturer Kisaragi
Weight 398
Energy Output 8,900
Maximum Charge 48,000
Redzone 3,300
Calorific Value 5,200

Description Revised version of the KGP-ZS4

GENERATOR PART COMPARISON TABLE

Part Name	Price	Manufacturer	Weight	Energy Output	Maximum Charge	Redzone	Calorific Value
CGP-ROV6	19,500	Crest	300	6,000	28,000	6,800	1,920
CGP-ROV10	23,500	Crest	240	6,560	38,000	4,000	2,900
MGP-VE8	32,000	Mirage	284	6,800	33,000	5,300	3,892
KGP-ZS4	33,000	Kisaragi	238	7,700	33,000	4,000	4,777
MGP-VE905	49,000	Mirage	348	9,943	34,000	3,000	3,760
CGP-ROZ	54,000	Crest	450	10,500	42,000	2,200	3,914
KGP-ZSV	66,000	Kisaragi	398	8,900	48,000	3,300	5,200

Inventory: Radiator

ACs under attack enjoy the cooling of a big radiator. The best place to test a radiator is the arena.

RIX-CR10



Price 13,700
Manufacturer Crest
Weight 125
Energy Drain 124
Cooling 5,000
Forced Cooling 5,000

Description Not rated very highly, but light

RIX-CR11



Price 16,800
Manufacturer Crest
Weight 238
Energy Drain 125
Cooling 6,700
Forced Cooling 5,200

Description Standard model for general use

RMR-SA44



Price 27,000
Manufacturer Mirage
Weight 153
Energy Drain 194
Cooling 6,702
Forced Cooling 5,955

Description Competitor of the RIX-CR11

RMR-SA77



Price 34,500
Manufacturer Mirage
Weight 376
Energy Drain 288
Cooling 6,990
Forced Cooling 10,200

Description Standard model; good forced cooling

RIX-CR14



Price 65,000
Manufacturer Crest
Weight 325
Energy Drain 354
Cooling 8,254
Forced Cooling 8,450

Description Balanced cooling and forced cooling

RMR-ICICLE



Price 56,000
Manufacturer Mirage
Weight 292
Energy Drain 486
Cooling 7,700
Forced Cooling 9,800

Description Mirage's flagship model, very stable

RGI-KD99



Price 74,900
Manufacturer Kisaragi
Weight 542
Energy Drain 376
Cooling 11,520
Forced Cooling 11,300

Description Geared toward heavy AC designs

RADIATOR PART COMPARISON TABLE

Part Name	Price	Manufacturer	Weight	Energy Drain	Cooling	Forced Cooling
RIX-CR10	13,700	Crest	125	124	5,000	5,000
RIX-CR11	16,800	Crest	238	125	6,700	5,200
RMR-SA44	27,000	Mirage	153	194	6,702	5,955
RMR-SA77	34,500	Mirage	376	288	6,990	10,200
RIX-CR14	65,000	Crest	325	354	8,254	8,450
RMR-ICICLE	56,000	Mirage	292	486	7,700	9,800
RGI-KD99	74,900	Kisaragi	542	376	11,520	11,300

Inventory: Inside

Inside parts perform a variety of functions, both offensive (mines, contact bombs) and defensive (radar-jamming, decoys). We recommend the decoy/ECM style of inside parts for single-player games; the mines tend to be more effective in multiplayer.

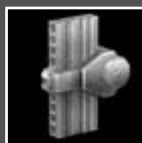
CWI-B0-20



Price 13,400
Manufacturer Crest
Weight 313
Energy Drain 85
Attack Power 680
Ammo Amount 20
Range 750

Description Releases devastating contact bomblets

CWI-FM-50



Price 42,800
Manufacturer Crest
Weight 536
Energy Drain 190
Attack Power 1,420
Ammo Amount 50
Range —

Description Dispenses floating contact mines

CWI-FM-30



Price 51,000
Manufacturer Crest
Weight 384
Energy Drain 220
Attack Power 880
Ammo Amount 30
Range —

Description Dispenses mobile, floating mines

MWI-MD/40



Price 38,000
Manufacturer Mirage
Weight 742
Energy Drain 210
Attack Power 680
Ammo Amount 40
Range 315

Description Dispenses adhesive mines

CWI-NM-40



Price 64,000
Manufacturer Crest
Weight 396
Energy Drain 285
Attack Power 135
Ammo Amount 40
Range 435

Description A rocket that sets targets on fire

MWI-RC/30



Price 54,000
Manufacturer Mirage
Weight 242
Energy Drain 85
Attack Power 220
Ammo Amount 30
Range 435

Description Disrupts an enemy's lock-on capability

MWI-DD/10



Price 12,700
Manufacturer Mirage
Weight 101
Energy Drain 110
Attack Power —
Ammo Amount 10
Range 20

Description Decoys that attract enemy missiles

MWI-DD/20



Price 25,900
Manufacturer Mirage
Weight 162
Energy Drain 180
Attack Power —
Ammo Amount 20
Range 20

Description Decoy dispenser with added storage

MWI-EM/15



Price 44,000
Manufacturer Mirage
Weight 295
Energy Drain 240
Attack Power —
Ammo Amount 15
Range 20

Description ECM pods that disrupt enemy lock-ons

KWI-EM/10



Price 113,000
Manufacturer Kisaragi
Weight 425
Energy Drain 330
Attack Power —
Ammo Amount 10
Range 40

Description ECM pods with a wider effective range

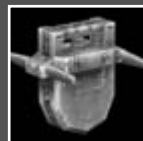
CWI-DM-32



Price 18,000
Manufacturer Crest
Weight 143
Energy Drain 160
Attack Power —
Ammo Amount 32
Range 20

Description Dispenses radar-duping decoys

KWI-DM/30



Price 32,000
Manufacturer Kisaragi
Weight 223
Energy Drain 180
Attack Power —
Ammo Amount 30
Range —

Description Dispenses mobile radar-duping decoys

INSIDE PART COMPARISON TABLE

Part Name	Price	Manufacturer	Type	Weight	Energy Drain	Attack Power	Ammo Heat	Range	Max Lock	Reload Time
CWI-BO-20	13,400	Crest	Bomb Dispenser	313	85	680	188	750	—	150
CWI-FM-50	42,800	Crest	Floating Mine	536	190	1,420	263	—	—	90
CWI-FM-30	51,000	Crest	Floating Mine	384	220	880	457	—	—	100
MWI-MD/40	38,000	Mirage	Mine Dispenser	742	210	680	74	315	—	255
CWI-NM-40	64,000	Crest	Napalm Rocket	396	285	135	672	435	—	64
MWI-RC/30	54,000	Mirage	ECM Rocket	242	85	220	8	435	—	60
MWI-DD/10	12,700	Mirage	Decoy Dispenser	101	110	—	—	20	—	30
MWI-DD/20	25,900	Mirage	Decoy Dispenser	162	180	—	—	20	—	30
MWI-EM/15	44,000	Mirage	ECM Maker	295	240	—	—	20	—	45
KWI-EM/10	113,000	Kisaragi	ECM Maker	425	330	—	—	40	—	45
CWI-DM-32	18,000	Crest	Dummy Maker	143	160	—	—	20	—	45
KWI-DM/30	32,000	Kisaragi	Dummy Maker	223	180	—	—	—	—	45

Inventory: Extension

Extensions perform a variety of functions. Read the individual sections below for more information.

BOOSTER EXTENSION

Booster extensions provide extra getaway ability, turning ability, or hovering ability. These boosters are useful only if you incorporate them into your fighting style.

MEBT-0X/EB



Price 17,900
Manufacturer Mirage
Weight 140
Energy Drain 243
Boost Power 18,000
Charge Drain 6,200
Reload Time 108

Description Auxiliary booster for quick retreats

KEBT-TB-UN5



Price 14,500
Manufacturer Kisaragi
Weight 166
Energy Drain 257
Boost Power 16,000
Charge Drain 4,920
Reload Time 110

Description Auxiliary booster for quick turns

MEBT-OX/MB



Price 24,000
Manufacturer Mirage
Weight 152
Energy Drain 258
Boost Power 17,000
Charge Drain 5,400
Reload Time 94

Description Multi-directional auxiliary booster

CEBT-HEX



Price 36,800
Manufacturer Crest
Weight 188
Energy Drain 376
Boost Power 22,000
Charge Drain 2,600
Reload Time 150

Description Provides mid-air hovering capability

RELATION MISSILE EXTENSION

Relation missiles automatically fire at the same time as missiles mounted elsewhere on your AC, enhancing the payload. If you use missiles, add relation missiles to your AC. The damage enhancement can be substantial.

MWEM-R/24



Price 65,000
Manufacturer Mirage
Weight 289
Energy Drain 184
Attack Power 780
Ammo Amount 24
Range 500

Description Interlocks with back-mounted missiles

CWEM-R20



Price 88,900
Manufacturer Crest
Weight 368
Energy Drain 252
Attack Power 780
Ammo Amount 20
Range 450

Description Interlocking support missiles

KWEM-TERRIER



Price 130,000
Manufacturer Kisaragi
Weight 399
Energy Drain 447
Attack Power 780
Ammo Amount 20
Range 400

Description Vertical launch support missiles

Ammo Amount	Ammo Type	Ammo Price
20	Solid	240
50	Solid	320
30	Solid	436
40	Solid	375
40	Solid	100
30	Solid	720
10	Solid	140
20	Solid	140
15	Solid	435
10	Solid	435
32	Solid	210
30	Solid	360

ANTI-MISSILE EXTENSION

Anti-missiles are a great way of adding defense to any AC. They automatically intercept some of the enemy missiles fired at you. We strongly recommend them!

CWEM-AS40



Price 27,700
Manufacturer Crest
Weight 164
Energy Drain 130
Ammo Amount 40
Range 200
VS MG Response 48

Description Automatic missile intercept system

CWEM-AM40



Price 40,900
Manufacturer Crest
Weight 227
Energy Drain 164
Ammo Amount 40
Range 230
VS MG Response 60

Description Enhanced missile intercept system

MWEM-A/50



Price 49,000
Manufacturer Mirage
Weight 312
Energy Drain 117
Ammo Amount 50
Range 250
VS MG Response 68

Description Missile intercept system; added ammo

KWEL-SILENT



Price 31,200
Manufacturer Kisaragi
Weight 197
Energy Drain 380
Ammo Amount 24
Range 300
VS MG Response 75

Description Energy-based missile intercept system

SHIELD EXTENSION

Shield extensions provide temporary extra protection. This is handy if you use the extension at the appropriate time—such as when a big missile volley is about to hit.

MES-SS/1441



Price	49,000
Manufacturer	Mirage
Weight	132
Energy Drain	97
Shield Def Shell	106
Shield Def Energy	213
Shield Coverage	50

Description Added shielding, increases defense

KES-AEGIS



Price	58,300
Manufacturer	Kisaragi
Weight	188
Energy Drain	132
Shield Def Shell	171
Shield Def Energy	278
Shield Coverage	42

Description Enhanced shielding, better defense

STEALTH EXTENSION

This extension interferes with your enemy's ability to lock onto you. It can be useful for a heavy AC.

MEST-MX/CROW



Price	42,000
Manufacturer	Mirage
Weight	602
Energy Drain	999
Duration	480
Usage Limit	5
Reload Time	240

Description Jam enemy radar and lock-on functions

RADIATOR EXTENSION

Radiator extensions provide extra energy or cooling in emergency situations. If your AC is well designed, you probably won't need these.

CEEC-00-XSP



Price	36,000
Manufacturer	Crest
Weight	173
Energy Drain	199
Forced Cooling	20,000
Reload Time	144
Usage Limit	2

Description Auxiliary radiator for emergency use

CEEC-01-XSP2



Price	44,000
Manufacturer	Crest
Weight	304
Energy Drain	236
Forced Cooling	20,000
Reload Time	144
Usage Limit	3

Description Enhanced CEEC-00-XSP

KEEP-MALUM



Price	120,000
Manufacturer	Kisaragi
Weight	270
Energy Drain	155
Recover Energy	30,000
Reload Time	244
Usage Limit	2

Description Provides emergency energy recovery

BOOSTER EXTENSION PART COMPARISON TABLE

Part Name	Price	Manufacturer	Type	Weight	Energy Drain	Boost Power	Charge Drain	Reload Time
MEBT-OX/EB	17,900	Mirage	Back Booster	140	243	18,000	6,200	108
KEBT-TB-UN5	14,500	Kisaragi	Turn Booster	166	257	16,000	4,920	110
MEBT-OX/MB	24,000	Mirage	Multi Booster	152	258	17,000	5,400	94
CEBT-HEX	36,800	Crest	Hover Booster	188	376	22,000	2,600	150

RELATION MISSILE EXTENSION PART COMPARISON TABLE

Part Name	Price	Manufacturer	Type	Weight	Energy Drain	Attack Power	Ammo Heat	Range	Max Launch	Reload Time
MWEM-R/24	65,000	Mirage	Relation Missile	289	184	780	145	500	2	90
CWEM-R20	88,900	Crest	Relation Missile	368	252	780	145	450	4	70
KWEM-TERRIER	130,000	Kisaragi	Relation Missile	399	447	780	145	400	4	80

ANTIMISSILE EXTENSION PART COMPARISON TABLE

Part Name	Price	Manufacturer	Type	Weight	Energy Drain	Range	VS MG Response	Reload Time	Ammo Amount
CWEM-AS40	27,700	Crest	Anti-missile	164	130	200	48	10	40
CWEM-AM40	49,000	Crest	Anti-missile	227	164	230	60	10	40
MWEM-A/50	49,000	Mirage	Anti-missile	312	117	250	68	15	50
KWEL-SILENT	31,200	Kisaragi	Anti-missile	197	380	300	75	15	24

SHIELD EXTENSION PART COMPARISON TABLE

Part Name	Price	Manufacturer	Type	Weight	Energy Drain	Shield Def Shell	Shield Def Energy	Shield Coverage	Discharge Heat	Usage Drain
MES-SS/1441	49,000	Mirage	Side Shield	132	97	106	213	50	110	222
KES-AEGIS	58,300	Kisaragi	Side Shield	188	132	171	278	42	284	303

STEALTH EXTENSION PART COMPARISON TABLE

Part Name	Price	Manufacturer	Type	Weight	Energy Drain	Duration	Reload Time	Usage Limit	Usage Drain
MEST-MX/CROW	42,000	Mirage	Stealth	602	999	480	240	5	12

RADIATOR EXTENSION PART COMPARISON TABLE

Part Name	Price	Manufacturer	Type	Weight	Energy Drain	Forced Cooling	Reload Time	Usage Limit	Usage Drain	Recover Energy
CEEC-00-XSP	36,000	Crest	Energy Cooler	173	199	20,000	144	2	12	—
CEEC-01-XSP2	44,000	Crest	Energy Cooler	304	236	20,000	144	3	12	—
KEEP-MALUM	120,000	Kisaragi	Energy Pack	270	155	—	244	2	12	30,000

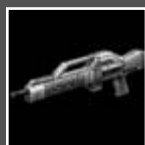
Inventory: Arm Unit R

Right-arm units include a variety of long-range weapons. There's something here for every size Armored Core.

STANDARD WEAPONS

Stick with these standard weapons unless you're a pro and want to try the parrying blades.

CWG-RF-160



Price	47,300
Manufacturer	Crest
Weight	505
Energy Drain	10
Attack Power	350
Ammo Amount	160
Range	540

Description Enhanced-attack solid-shell rifle

CWG-RF-200



Price	11,100
Manufacturer	Crest
Weight	405
Energy Drain	6
Attack Power	215
Ammo Amount	200
Range	465

Description Standard solid-shell rifle

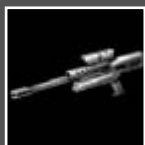
MWG-RF/220



Price	29,000
Manufacturer	Mirage
Weight	325
Energy Drain	8
Attack Power	290
Ammo Amount	220
Range	600

Description Long-range solid-shell rifle

CWG-SRF-80



Price	41,200
Manufacturer	Crest
Weight	510
Energy Drain	6
Attack Power	788
Ammo Amount	80
Range	1,200

Description Longest range sniper rifle

MWG-SRF/60



Price	58,000
Manufacturer	Mirage
Weight	610
Energy Drain	4
Attack Power	995
Ammo Amount	60
Range	1,000

Description Sniper rifle emphasizing attack power

MWG-MG-350



Price	15,000
Manufacturer	Mirage
Weight	370
Energy Drain	4
Attack Power	85
Ammo Amount	350
Range	315

Description Rapid-fire machine gun

CWG-MG-500



Price	29,000
Manufacturer	Crest
Weight	462
Energy Drain	4
Attack Power	140
Ammo Amount	500
Range	300

Description Balanced attack power and speed

Ammo Amount	Ammo Type	Ammo Price	Usage Drain
24	Solid	240	—
20	Solid	380	—
20	Solid	490	—

Ammo Type	Ammo Price	Usage Drain
Solid	102	—
Solid	136	—
Solid	160	—
Energy	—	2,200

MWG-MG/1000



Price 74,500
Manufacturer Mirage
Weight 519
Energy Drain 6
Attack Power 105
Ammo Amount 1,000
Range 390

Description High-ammo-capacity machine gun

CWG-HG-80



Price 19,000
Manufacturer Crest
Weight 145
Energy Drain 20
Attack Power 193
Ammo Amount 80
Range 248

Description Fires high heat rounds; short-range

MWG-HG/100



Price 28,000
Manufacturer Mirage
Weight 324
Energy Drain 10
Attack Power 272
Ammo Amount 100
Range 200

Description Enhanced solid-shell handgun

CWG-BZ-50



Price 53,000
Manufacturer Crest
Weight 804
Energy Drain 16
Attack Power 1,400
Ammo Amount 50
Range 435

Description Powerful solid-shell bazooka

CWG-BZ-30



Price 71,000
Manufacturer Crest
Weight 1,010
Energy Drain 18
Attack Power 2,240
Ammo Amount 30
Range 470

Description Enhanced CWG-BZ-50

MWG-SBZ/24



Price 44,200
Manufacturer Mirage
Weight 1,230
Energy Drain 22
Attack Power 560
Ammo Amount 24
Range 420

Description Powerful spread-shot bazooka

CWG-GS-72



Price 32,000
Manufacturer Crest
Weight 410
Energy Drain 24
Attack Power 142
Ammo Amount 72
Range 405

Description Shotgun with wide spread

CWG-GS-56



Price 64,700
Manufacturer Crest
Weight 533
Energy Drain 32
Attack Power 188
Ammo Amount 56
Range 380

Description Powerful double-barrel shotgun

MWG-GS/54



Price 73,000
Manufacturer Mirage
Weight 515
Energy Drain 367
Attack Power 202
Ammo Amount 54
Range 420

Description Rapid-fire energy shotgun

CWGG-HM-60



Price 58,200
Manufacturer Crest
Weight 573
Energy Drain 549
Attack Power 780
Ammo Amount 60
Range 600

Description Fires high-speed missiles

CWGG-HR-66



Price 45,000
Manufacturer Crest
Weight 758
Energy Drain 15
Attack Power 1,500
Ammo Amount 66
Range 900

Description Handheld rocket launcher

CWGG-GR-12



Price 54,000
Manufacturer Crest
Weight 1,062
Energy Drain 38
Attack Power 3,100
Ammo Amount 12
Range 780

Description Portable high-power grenade launcher

MWG-KP/150



Price 44,000
Manufacturer Mirage
Weight 193
Energy Drain 256
Attack Power 320
Ammo Amount 150
Range 465

Description Lightweight pulse rifle

ARM UNIT R (STANDARD WEAPONS)

COMPARISON TABLE

Part Name	Manufacturer	Price
CWG-RF-200	Crest	11,100
MWG-RF/220	Mirage	29,000
CWG-RF-160	Crest	47,300
CWG-SRF-80	Crest	41,200
MWG-SRF/60	Mirage	58,000
MWG-MG-350	Mirage	15,000
CWG-MG-500	Crest	29,000
MWG-MG/1000	Mirage	74,500
CWG-HG-80	Crest	19,000
MWG-HG/100	Mirage	28,000
CWG-BZ-50	Crest	53,000
CWG-BZ-30	Crest	71,000
MWG-SBZ/24	Mirage	44,200
CWG-GS-72	Crest	32,000
CWG-GS-56	Crest	64,700
MWG-GS/54	Mirage	73,000
CWGG-HM-60	Crest	58,200
CWGG-HR-66	Crest	45,000
CWGG-GR-12	Crest	54,000
MWG-KP/150	Mirage	44,000
MWG-KP/100	Mirage	63,100
MWG-XCW/90	Mirage	59,000
MWG-XCB/75	Mirage	58,000
MWG-KARASAWA	Mirage	88,000
MWGG-XCG/20	Mirage	120,000

MWG-KP/100



Price 63,100
Manufacturer Mirage
Weight 274
Energy Drain 288
Attack Power 437
Ammo Amount 100
Range 540

Description Enhanced MWG-KP/150 pulse rifle

MWG-XCW/90



Price 59,000
Manufacturer Mirage
Weight 542
Energy Drain 398
Attack Power 674
Ammo Amount 90
Range 640

Description Standard laser rifle

MWG-XCB/75



Price 58,000
Manufacturer Mirage
Weight 683
Energy Drain 311
Attack Power 800
Ammo Amount 75
Range 600

Description High-power laser rifle

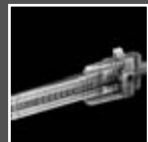
MWG-KARASAWA



Price 88,000
Manufacturer Mirage
Weight 1,520
Energy Drain 422
Attack Power 1,600
Ammo Amount 50
Range 550

Description The epitome of laser rifle design

MWGG-XCG/20



Price 120,000
Manufacturer Mirage
Weight 999
Energy Drain 586
Attack Power 2,520
Ammo Amount 20
Range 840

Description Long-range plasma rifle

PARRYING BLADES

These blades are light and powerful, but avoid them unless you're proficient at close combat.

KWB-SBR0X



Price 24,000
Manufacturer Kisaragi
Weight 143
Energy Drain 8
Attack Power 1,550
Attack Heat 673
Usage Limit 30

Description Close-in parrying blade

KWB-SBR01



Price 38,600
Manufacturer Kisaragi
Weight 238
Energy Drain 13
Attack Power 2,270
Attack Heat 950
Usage Limit 20

Description Increased attack-power parrying blade

KWB-MARS



Price 42,300
Manufacturer Kisaragi
Weight 376
Energy Drain 24
Attack Power 3,100
Attack Heat 1,200
Usage Limit 10

Description Lethal short-range parrying blade

Type	Weight	Energy Drain	Weapon Lock	Attack Power	Ammo Heat	Range	Maximum Lock	Reload Time	Ammo Amount	Ammo Type	Ammo Price	Usage Drain
Rifle	405	6	Wide & Shallow	215	90	465	1	25	200	Solid	15	—
Rifle	325	8	Wide & Shallow	290	138	600	1	26	220	Solid	30	—
Rifle	505	10	Special	350	110	540	1	30	160	Solid	45	—
Sniper Rifle	510	6	Narrow & Deep	788	25	1,200	1	50	80	Solid	90	—
Sniper Rifle	610	4	Narrow & Deep	995	23	1,000	1	55	60	Solid	100	—
Machine Gun	370	4	Wide & Shallow	85	14	315	1	3	350	Solid	15	—
Machine Gun	462	4	Wide & Shallow	140	10	300	1	5	500	Solid	20	—
Machine Gun	519	6	Wide & Shallow	105	12	390	1	4	1,000	Solid	30	—
Handgun	145	20	Wide & Shallow	193	255	248	1	20	80	Solid	55	—
Handgun	324	10	Wide & Shallow	272	190	200	1	25	100	Solid	75	—
Bazooka	804	16	Special	1,400	576	435	1	60	50	Solid	161	—
Bazooka	1,010	18	Special	2,240	473	470	1	75	30	Solid	185	—
Spread Bazooka	1,230	22	Special	560	205	420	1	58	24	Solid	220	—
Shotgun	410	24	Standard	142	25	405	1	48	72	Solid	68	—
Shotgun	533	32	Standard	188	36	380	1	55	56	Solid	82	—
Energy Shotgun	515	367	Special	202	4	420	1	30	54	Energy	—	2,000
Hand Missile	573	549	Standard	780	145	600	4	60	60	Solid	140	—
Hand Rocket	758	15	Narrow & Deep	1,500	283	900	—	46	66	Solid	110	—
Grenade Rifle	1,062	38	Narrow & Deep	3,100	920	780	1	120	12	Solid	820	—
Pulse Rifle	193	256	Special	320	4	465	1	20	150	Energy	—	1,200
Pulse Rifle	274	288	Special	437	6	540	1	26	100	Energy	—	1,700
Laser Rifle	542	398	Special	674	8	640	1	50	90	Energy	—	2,800
Laser Rifle	683	311	Special	800	10	600	1	50	75	Energy	—	3,800
Laser Rifle	1,520	422	Special	1,600	14	550	1	55	50	Energy	—	3,400
Plasma Rifle	999	586	Special	2,520	8	840	1	60	20	Energy	—	9,200

ARM UNIT R (PARRYING BLADES) COMPARISON TABLE

Part Name	Manufacturer	Price	Type	Weight	Energy Drain	Attack Power	Attack Heat	Discharge Heat	Range	Usage Limit	Usage Drain
KWB-SBR0X	Kisaragi	24,000	Blade	143	8	1,550	673	88	7	30	—
KWB-SBR01	Kisaragi	38,600	Blade	238	13	2,270	950	134	6	20	—
KWB-MARS	Kisaragi	42,300	Blade	376	24	3,100	1,200	362	5	10	—

Inventory: Arm Unit L

Left-arm units include laser blades, shields, and a few oddball long-range weapons.

LASER BLADE

Laser blades are useful on missions because they allow you to destroy enemies without using ammo. You save money while preserving your ammo for your toughest opponents.

CLB-LS-1551



Price	11,000
Manufacturer	Crest
Weight	122
Energy Drain	26
Attack Power	782
Wave Range	—
Usage Drain	2,050

Description Lightweight, inexpensive blade

MLB-LS/003



Price	29,000
Manufacturer	Mirage
Weight	188
Energy Drain	40
Attack Power	970
Wave Range	—
Usage Drain	1,800

Description Part competitor of the CLB-LS-1551

CLB-LS-2551



Price	38,000
Manufacturer	Crest
Weight	225
Energy Drain	48
Attack Power	1,240
Wave Range	—
Usage Drain	2,640

Description Laser blade emphasizing speed

KLB-TLS/SOL



Price	50,000
Manufacturer	Kisaragi
Weight	250
Energy Drain	71
Attack Power	1,520
Wave Range	700
Usage Drain	4,240

Description Special energy-wave laser blade

MLB-MOONLIGHT



Price	55,200
Manufacturer	Mirage
Weight	502
Energy Drain	100
Attack Power	2,100
Wave Range	—
Usage Drain	2,100

Description Mirage's top-of-the-line blade

PROJECTILE WEAPONS

If you're nuts for projectiles, you can add yet another one on your left arm. Most players opt for a laser blade or a shield instead.

KWG-HZL50



Price	35,500
Manufacturer	Kisaragi
Weight	204
Energy Drain	14
Attack Power	1,250
Ammo Amount	50
Reload Time	60

Description Left-arm equipped howitzer

KWG-HZL30



Price	43,000
Manufacturer	Kisaragi
Weight	283
Energy Drain	14
Attack Power	485
Ammo Amount	30
Reload Time	94

Description Spread-shot howitzer

KWG-FTL450



Price	54,200
Manufacturer	Kisaragi
Weight	355
Energy Drain	8
Attack Power	235
Ammo Amount	450
Reload Time	3

Description Close-range flamethrower

ENERGY SHIELD

Energy shields are useful for quick, easy extra defense—especially if you prefer long-range combat and won't miss the lack of an energy blade.

CES-ES-0001



Price	11,500
Manufacturer	Crest
Weight	133
Energy Drain	18
Shield Def Shell	200
Shield Def Energy	198
Shield Coverage	73

Description Defense-enhancing energy shield

CES-ES-0101



Price	16,400
Manufacturer	Crest
Weight	180
Energy Drain	45
Shield Def Shell	304
Shield Def Energy	284
Shield Coverage	73

Description Enhanced CES-ES-0001 energy shield

MES-ES/011



Price	29,000
Manufacturer	Mirage
Weight	224
Energy Drain	75
Shield Def Shell	430
Shield Def Energy	205
Shield Coverage	82

Description Superb shell defense and coverage

KES-ES/MIRROR



Price 35,000
 Manufacturer Kisaragi
 Weight 350
 Energy Drain 129
 Shield Def Shell 420
 Shield Def Energy 470
 Shield Coverage 71

Description Kisaragi design masterpiece

ARM UNIT L (LASER BLADE) PART COMPARISON TABLE

Part Name	Price	Manufacturer	Type	Weight	Energy Drain	Attack Power	Attack Heat	Discharge Heat	Range Rating	Wave Range	Usage Drain
CLB-LS-1551	11,000	Crest	Laser Blade	122	26	782	5	8	9	—	2,050
MLB-LS/003	29,000	Mirage	Laser Blade	188	40	970	12	6	8	—	1,800
CLB-LS-2551	38,000	Crest	Laser Blade	225	48	1,240	22	10	6	—	2,640
KLB-TLS/SOL	50,000	Kisaragi	Laser Blade	250	71	1,520	18	14	—	700	4,240
MLB-MOONLIGHT	55,200	Mirage	Laser Blade	502	100	2,100	20	20	8	—	2,100

ARM UNIT L (PROJECTILE) PART COMPARISON TABLE

Part Name	Price	Manufacturer	Type	Weight	Energy Drain	Attack Power	Ammo Heat	Range	Reload Time	Ammo Amount	Ammo Type	Ammo Price	Usage Drain
KWG-HZL50	35,500	Kisaragi	Howitzer	204	14	1,250	306	440	60	50	Solid	400	—
KWG-HZL30	43,000	Kisaragi	Spread Howitzer	283	14	485	278	505	94	30	Solid	400	—
KWG-FTL450	54,200	Kisaragi	Flamethrower	355	8	235	195	96	3	450	Solid	10	—

ARM UNIT L (ENERGY SHIELD) PART COMPARISON TABLE

Part Name	Price	Manufacturer	Type	Weight	Energy Drain	Shield Def Shell	Shield Def Energy	Shield Coverage	Discharge Heat	Usage Drain
CES-ES-0001	11,500	Crest	Energy Shield	133	18	200	198	73	10	1,600
CES-ES-0101	16,400	Crest	Energy Shield	180	45	304	284	73	8	2,080
MES-ES/011	29,000	Mirage	Energy Shield	224	75	430	205	82	6	2,425
KES-ES/MIRROR	35,000	Kisaragi	Energy Shield	350	129	420	470	71	10	2,280

Inventory: Back Unit

Back units fulfill a number of functions, but they're mostly big, bulky weapons.

SINGLE-WEAPON UNITS

Single-weapon back units can be small extra weapons that give you more options on a mission. They can also be massive finishing-off weapons perfectly suited to the quick dance of arena combat.

CWM-S40-1



Price 17,500
 Manufacturer Crest
 Weight 245
 Energy Drain 245
 Attack Power 780
 Ammo Amount 40
 Reload Time 48

Description Small missile; max. lock: 1

MWM-S42-6



Price 23,000
 Manufacturer Mirage
 Weight 337
 Energy Drain 320
 Attack Power 780
 Ammo Amount 42
 Reload Time 48

Description Small missile; max lock: 6

CWM-S60-10



Price 29,500
 Manufacturer Crest
 Weight 469
 Energy Drain 351
 Attack Power 780
 Ammo Amount 60
 Reload Time 48

Description Small missile; max lock: 10

MWM-S60-12



Price 37,600
 Manufacturer Mirage
 Weight 577
 Energy Drain 546
 Attack Power 780
 Ammo Amount 60
 Reload Time 45

Description Small missile; max lock: 12

MWM-M24/2



Price 35,600
 Manufacturer Mirage
 Weight 494
 Energy Drain 270
 Attack Power 1,350
 Ammo Amount 24
 Reload Time 60

Description Mid-size missile; max lock: 2

CWM-M36/4



Price 43,000
 Manufacturer Crest
 Weight 721
 Energy Drain 203
 Attack Power 1,350
 Ammo Amount 36
 Reload Time 60

Description Mid-size missile; max lock: 4

CWM-VM36/4



Price 76,000
 Manufacturer Crest
 Weight 645
 Energy Drain 314
 Attack Power 1,350
 Ammo Amount 36
 Reload Time 64

Description Mid-size vertical missile launcher

MWM-DM24/1



Price 64,000
 Manufacturer Mirage
 Weight 600
 Energy Drain 472
 Attack Power 850
 Ammo Amount 24
 Reload Time 78

Description Launches two missiles per lock-on

MWM-MM16/1



Price	43,500
Manufacturer	Mirage
Weight	705
Energy Drain	318
Attack Power	780
Ammo Amount	16
Reload Time	78

Description Multi-warhead missile launcher

CWM-GM14/1



Price	69,000
Manufacturer	Crest
Weight	722
Energy Drain	302
Attack Power	780
Ammo Amount	14
Reload Time	78

Description Launches low trajectory missiles

CWM-TITAN



Price	109,600
Manufacturer	Crest
Weight	1,520
Energy Drain	418
Attack Power	6,800
Ammo Amount	4
Reload Time	255

Description Carries four high-explosive missiles

CWR-S50



Price	15,500
Manufacturer	Crest
Weight	221
Energy Drain	8
Attack Power	1,020
Ammo Amount	50
Reload Time	36

Description Small rockets, 50 rounds

CWR-S80



Price	27,000
Manufacturer	Crest
Weight	657
Energy Drain	8
Attack Power	1,020
Ammo Amount	80
Reload Time	36

Description Small rockets, 80 rounds

CWR-M30



Price	34,000
Manufacturer	Crest
Weight	390
Energy Drain	13
Attack Power	1,520
Ammo Amount	30
Reload Time	48

Description Mid-size rockets, 30 rounds

MWR-M/45



Price	39,000
Manufacturer	Mirage
Weight	568
Energy Drain	18
Attack Power	1,520
Ammo Amount	45
Reload Time	48

Description Mid-size rockets, 45 rounds

MWR-TM/60



Price	46,000
Manufacturer	Mirage
Weight	625
Energy Drain	22
Attack Power	820
Ammo Amount	60
Reload Time	60

Description Fires three small rockets at once

CWR-HECTO



Price	107,800
Manufacturer	Crest
Weight	830
Energy Drain	18
Attack Power	3,200
Ammo Amount	18
Reload Time	60

Description Large rockets, 18 rounds

CWC-CNG-300



Price	33,000
Manufacturer	Crest
Weight	602
Energy Drain	10
Attack Power	328
Ammo Amount	300
Reload Time	6

Description Rapid-fire chain gun

CWC-SLU-64



Price	48,000
Manufacturer	Crest
Weight	1,310
Energy Drain	6
Attack Power	193
Ammo Amount	64
Reload Time	143

Description Spread-shot slug gun

CWC-GNS-15



Price	64,400
Manufacturer	Crest
Weight	742
Energy Drain	6
Attack Power	2,400
Ammo Amount	15
Reload Time	76

Description Shoulder-mounted grenade launcher

CWC-GNL-15



Price	76,200
Manufacturer	Crest
Weight	1,054
Energy Drain	8
Attack Power	3,550
Ammo Amount	15
Reload Time	92

Description Devastating grenade rounds

MWC-IR./20



Price	114,200
Manufacturer	Mirage
Weight	988
Energy Drain	804
Attack Power	3,000
Ammo Amount	20
Reload Time	115

Description High-power plasma cannon

MWC-LQ/35



Price	78,500
Manufacturer	Mirage
Weight	852
Energy Drain	405
Attack Power	2,055
Ammo Amount	35
Reload Time	68

Description Shoulder-mounted laser cannon

MWC-XP/80



Price	82,200
Manufacturer	Mirage
Weight	382
Energy Drain	918
Attack Power	1,180
Ammo Amount	80
Reload Time	24

Description Pulse cannon stressing ammo storage

MWC-XP/75



Price	105,000
Manufacturer	Mirage
Weight	306
Energy Drain	495
Attack Power	780
Ammo Amount	75
Reload Time	18

Description Rapid-fire pulse cannon

MWC-OC/15



Price	88,000
Manufacturer	Mirage
Weight	527
Energy Drain	495
Attack Power	145
Ammo Amount	15
Reload Time	160

Description Releases independent weapon pods

AMMO STORAGE

These back units help alleviate the problem of limited storage by adding a certain percentage of extra ammo. They may be useful in long missions, but are almost never needed in arena fights.

CM-AD-10



Price	55,000
Manufacturer	Crest
Weight	366
Energy Drain	5
Ammo Added	10

Description Increases ammo storage by 10 percent

MM-AD/20



Price	73,000
Manufacturer	Mirage
Weight	488
Energy Drain	8
Ammo Added	20

Description Increases ammo storage by 20 percent

KWM-AD-50



Price	59,000
Manufacturer	Kisaragi
Weight	1,388
Energy Drain	24
Ammo Added	50

Description Increases ammo storage by 50 percent

BACK-MOUNTED RADAR

The selection of back-mounted radar is wide, but if you get a great head unit, you don't need one.

CRU-A10



Price	12,100
Manufacturer	Crest
Weight	125
Energy Drain	199
Radar Range	700
Radar Type	Standard

Description Standard shoulder-mounted radar

CRU-A102



Price	15,000
Manufacturer	Crest
Weight	167
Energy Drain	266
Radar Range	630
Radar Type	Circle

Description Bio-sensor equipped shoulder radar

MRL-MM/009



Price	21,000
Manufacturer	Mirage
Weight	223
Energy Drain	393
Radar Range	780
Radar Type	Octagon

Description Mid-range search radar

MRL-RE/111



Price	28,000
Manufacturer	Mirage
Weight	254
Energy Drain	456
Radar Range	890
Radar Type	Circle

Description High-performance shoulder radar

MRL-SS/SPHERE



Price	42,000
Manufacturer	Mirage
Weight	354
Energy Drain	542
Radar Range	1,160
Radar Type	Octagon

Description Top-of-the-line radar model

DUAL BACK-MOUNTED WEAPONS

These weapons include heavy-hitters and oddball experiments, such as the KWX-OC-22 and its dual weapon pods. Use the most powerful for quick arena victories.

MWX-VM20/1



Price	107,500
Manufacturer	Mirage
Weight	1,120
Energy Drain	495
Attack Power	1,100
Ammo Amount	20
Reload Time	66

Description Dual vertical missile launchers

CWX-DM-32-1



Price	90,000
Manufacturer	Crest
Weight	1,260
Energy Drain	633
Attack Power	780
Ammo Amount	32
Reload Time	72

Description Fires four missiles per lock-on

MWX-LANZAR



Price	135,000
Manufacturer	Mirage
Weight	1,480
Energy Drain	545
Attack Power	680
Ammo Amount	4
Reload Time	200

Description Dual pursuit missile launchers

CWX-LIC-10



Price	90,000
Manufacturer	Crest
Weight	1,292
Energy Drain	965
Attack Power	5,820
Ammo Amount	10
Reload Time	136

Description Extremely powerful linear cannon

MWX-MX/STRING



Price	77,700
Manufacturer	Mirage
Weight	1,556
Energy Drain	875
Attack Power	720
Ammo Amount	20
Reload Time	96

Description Four-barrel energy cannon

KWX-OC-22



Price	64,000
Manufacturer	Kisaragi
Weight	1,117
Energy Drain	920
Attack Power	285
Ammo Amount	22
Reload Time	240

Description Releases two independent weapon pods

BACK UNIT (RADAR) PART COMPARISON TABLE

Part Name	Price	Manufacturer
CRU-A10	12,100	Crest
CRU-A102	15,000	Crest
MRL-MM/009	21,000	Mirage
MRL-RE/111	28,000	Mirage
MRL-SS/SPHERE	42,000	Mirage

BACK UNIT (DUAL WEAPON) PART COMPARISON TABLE

Part Name	Price	Manufacturer
MWX-VM20/1	107,500	Mirage
CWX-DM-310-1	90,000	Crest
MWX-LANZAR	135,000	Mirage
CWX-LIC-10	90,000	Crest
MWX-MX/STRING	77,700	Mirage
KWX-OC-22	64,000	Kisaragi



BACK UNIT (SINGLE WEAPON) PART COMPARISON TABLE

Part Name	Price	Manufacturer	Type	Weight	Energy Drain	Weapon Lock	Attack Power	Ammo Heat	Range	Maximum Lock	Reload Time
CWM-S40-1	17,500	Crest	Small Missile	245	245	Standard	780	145	450	1	48
MWM-S42/6	23,000	Mirage	Small Missile	337	320	Standard	780	145	450	6	48
CWM-S60-10	29,500	Crest	Small Missile	469	351	Standard	780	145	450	10	48
MWM-S60-12	37,600	Mirage	Small Missile	577	546	Standard	780	145	450	12	45
MWM-M24/2	35,600	Mirage	Medium Missile	494	270	Standard	1,350	186	500	2	60
CWM-M36/4	43,000	Crest	Medium Missile	721	203	Standard	1,350	186	500	4	60
CWM-VM36/4	76,000	Crest	Vertical Missile	645	314	Standard	1,350	186	450	4	64
MWM-DM24/1	64,000	Mirage	Dual Missile	600	472	Standard	850	310	450	1	78
MWM-MM16/1	43,500	Mirage	Multi Missile	705	318	Standard	780	145	600	1	78
CWM-GM14/1	69,000	Crest	Ground Torpedo	722	302	Standard	780	145	450	1	78
CWM-TITAN	109,600	Crest	Large Missile	1,520	418	Standard	6,800	1,730	290	1	255
CWR-S50	15,500	Crest	Small Rocket	221	8	Narrow & Deep	1,020	230	770	—	36
CWR-S80	27,000	Crest	Small Rocket	657	8	Narrow & Deep	1,020	230	770	—	36
CWR-M30	34,000	Crest	Medium Rocket	390	13	Narrow & Deep	1,520	350	800	—	48
MWR-M/45	39,000	Mirage	Medium Rocket	568	18	Narrow & Deep	1,520	350	800	—	48
MWR-TM/60	46,000	Mirage	Triple Rocket	625	22	Narrow & Deep	820	162	885	—	60
CWR-HECTO	107,800	Crest	Large Rocket	830	18	Narrow & Deep	3,200	635	900	—	60
CWC-CNG-300	33,000	Crest	Chain Gun	602	10	Special	328	50	500	1	6
CWC-SLU-64	48,000	Crest	Slug Gun	1,310	6	Special	193	60	750	1	143
CWC-GNS-15	64,400	Crest	Grenade Launcher	742	6	Narrow & Deep	2,400	950	1,000	1	76
CWC-GNL-15	76,200	Crest	Grenade Launcher	1,054	8	Narrow & Deep	3,550	1,220	1,000	1	92
MWC-IR/20	114,200	Mirage	Plasma Cannon	988	804	Narrow & Deep	3,000	24	800	1	115
MWC-LQ/35	78,500	Mirage	Laser Cannon	852	405	Narrow & Deep	2,055	32	900	1	68
MWC-XP/80	82,200	Mirage	Pulse Cannon	382	918	Narrow & Deep	1,180	12	800	1	24
MWC-XP/75	105,000	Mirage	Pulse Cannon	306	495	Narrow & Deep	780	12	800	1	18
MWC-OC/15	88,000	Mirage	Orbit Cannon	527	495	Special	145	6	500	3	160

BACK UNIT (AMMO STORAGE) PART COMPARISON TABLE

Part Name	Price	Manufacturer	Type	Weight	Energy Drain	Ammo Added
CM-AD-10	55,000	Crest	General Magazine	366	5	10
MM-AD/20	73,000	Mirage	General Magazine	488	8	20
KWM-AD-50	59,000	Kisaragi	General Magazine	1,388	24	50

Type	Weight	Energy Drain	Radar Range	Radar Type	Scanning Interval	ECM Counter	Noise Counter	Missile Sensor	Bio Sensor	Stealth Sensor
Radar	125	199	700	Standard	—	None	None	None	None	None
Radar	167	266	630	Circle	—	None	None	Provided	Provided	None
Radar	223	393	780	Octagon	—	None	None	None	Provided	None
Radar	254	456	690	Circle	—	None	None	None	Provided	Provided
Radar	354	542	1160	Octagon	—	Provided	Provided	Provided	Provided	Provided

Type	Weight	Energy Drain	Weapon Lock	Attack Power	Ammo Heat	Range	Max Lock	Reload Time	Ammo Amount	Ammo Type	Ammo Price	Usage Drain
Vertical Missile	1,120	495	Standard	1,100	280	450	1	66	20	Solid	920	—
Dual Missile	1,260	633	Standard	780	310	550	1	72	32	Solid	515	—
Pursuit Missile	1,480	545	Standard	680	180	600	—	200	4	Solid	1,520	—
Linear Cannon	1,292	965	Narrow & Deep	5,820	58	1,200	1	136	10	Energy	—	9,400
Quartet Cannon	1,556	875	Special	720	23	750	1	96	20	Energy	—	2,770
Orbit Cannon	1,117	920	Special	285	6	420	—	240	22	Energy	—	1,600

Inventory: Option

Optional parts enhance your Armored Core in a variety of areas. They take up no weight, use no energy, and generate no heat. Load up on the ones most appropriate to your fighting style.

Refer to the last section for details on the enigmatic Intensify optional part. It has its own set of rules.

OP-S-SCR



Price 24,000
Slots Required 2

Description Reduces shell-based damage

OP-E/SCR



Price 28,000
Slots Required 1

Description Reduces energy-based damage

OP-S/STAB



Price 23,000
Slots Required 1

Description Reduces the impact shock when you're hit.

OP-E/CND



Price 21,000
Slots Required 4

Description Increases generator capacity

OP-ECMP



Price 19,000
Slots Required 3

Description Emits pulses to disable lock-ons

OP-L-AXL



Price 26,000
Slots Required 2

Description Reduces lock-on time

Ammo Amount	Ammo Type	Ammo Price	Usage Drain
40	Solid	120	—
42	Solid	120	—
60	Solid	120	—
60	Solid	120	—
24	Solid	250	—
36	Solid	250	—
36	Solid	450	—
24	Solid	300	—
16	Solid	1,050	—
14	Solid	850	—
4	Solid	3,500	—
50	Solid	98	—
80	Solid	98	—
30	Solid	150	—
45	Solid	150	—
60	Solid	378	—
18	Solid	442	—
300	Solid	55	—
64	Solid	160	—
15	Solid	665	—
15	Solid	950	—
20	Energy	—	7,300
35	Energy	—	5,100
80	Energy	—	4,800
75	Energy	—	3,500
15	Energy	—	1,600

OP-LFCS++



Price 24,000
Slots Required 6

Description Enlarges the sight lock

OP-L/BRK



Price 30,000
Slots Required 1

Description Improves braking

OP-L/TRN



Price 41,000
Slots Required 4

Description Improves turning speed

OP-E-LAI



Price 38,000
Slots Required 3

Description Improves energy shield coverage

OP-E-LAP



Price 74,000
Slots Required 6

Description Strengthens laser blade attacks

OP-SP/E++



Price 45,000
Slots Required 3

Description Increases energy weapon power

OP-E/RTE



Price 45,000
Slots Required 1

Description Improves fire rate of energy weapons

OP-TQ/CE



Price 45,000
Slots Required 5

Description Reduces energy use when firing

OP-M/AW



Price 10,000
Slots Required 1

Description Adds missile display to the radar

OP-INTENSIFY



Price 0
Slots Required ?

Description Variable

OPTION PART COMPARISON TABLE

Part Name	Price	Slots Required
OP-S-SCR	24,000	2
OP-E/SCR	28,000	1
OP-S/STAB	23,000	1
OP-E/CND	21,000	4
OP-ECMP	19,000	3
OP-L-AXL	26,000	2
OP-LFCS++	24,000	6
OP-L/BRK	30,000	1
OP-L/TRN	41,000	4
OP-E-LAI	38,000	3
OP-E-LAP	74,000	6
OP-SP/E++	45,000	3
OP-E/RTE	45,000	1
OP-TQ/CE	45,000	5
OP-M/AW	10,000	1
OP-INTENSIFY	0	?